

TM

ADEPTUS TITANICUS



EPIC BATTLES BETWEEN GIGANTIC ROBOTS

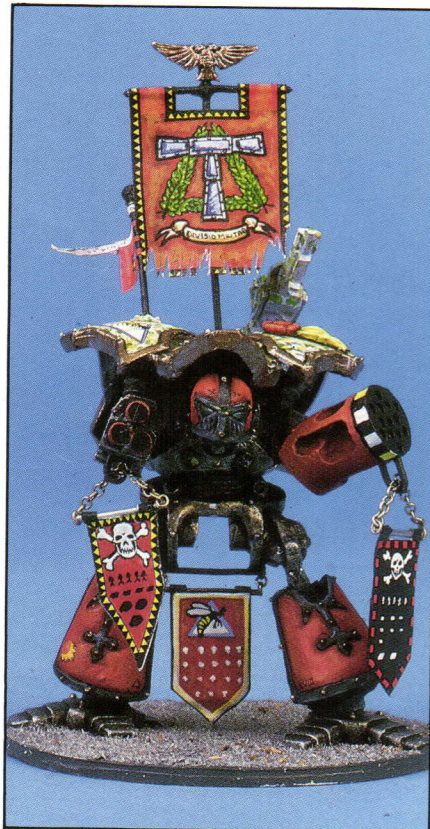
There are many Orders of Titans in the Divisio Militaris - each has a unique colour scheme and a variety of banners. The end of the book has some simple guidelines to help you paint your Titan models. When reading these, refer to the colour Titan photographs for ideas and inspiration - note the techniques the Games Workshop figure painters have used to achieve the various effects described.



Imperial Reaver Class Battle Titan - note the Purity Seals on the leg plate and carapace denoting the Titan's freedom from corruption and heresy.



Three Titans of the rebel Deaths Heads order attack a pair from the loyalist Fire Wasps.



The large Divisio Militaris parade banner on the back of this Eclipse Titan indicates the presence of a high-ranking commander.

The pennant on the Divisio Militaris back banner of this Death Bringer shows that it has fought against the rebels during the Horus Heresy.



Nemesis Titan of the Fire Wasps with twin carapace-mounted multi-launchers and a pair of defence lasers.



Fire Wasps Death Bringer variant armed with two plasma cannons, defence laser and powerfist.



The red sheen on Aly Morrison's Night Gaunt was achieved by applying successive coats of red ink glazes and varnish.



The Orders of the Adeptus Titanicus are the iron fist of the Emperor's rule. A velvet glove would serve no purpose.

- Grand Master Augrim, Divisio Militaris Order of Imperial Eagles

For ten thousand years the Imperium has warred on its enemies. War is the universal state of Man; peace is only a brief time of preparation for further fighting. Alien races strike at the Imperium's frontier systems. Rebellion and treachery are commonplace on millions of colonised worlds. The Traitor Legions, confined for millennia in the desolate Eye of Terror, chafe and probe at the Imperium. And in the eddies and storms of warp space, forces and creatures of darkness are stirring.

The wars can have no end, for that would be the end of Man. In its perils Mankind has one guide: the Emperor. In his care rests the fate of humanity. At his right and left hands are the weapon and shield of Mankind, the forces of the Imperium - the mighty Titans of the Adeptus Titanicus.

Titans are the supreme fighting machines of the Imperium, giants with skins of adamantium. They are crewed by devoted warriors; armed with the mightiest weapons Imperial priest-scientists can devise; and armoured by Void Shields, barriers of almost impenetrable energy. Through the Imperium and beyond, nothing inspires the same kind of awe.

Using the rules and models in this box, you will be able to re-create some of the greatest Titan battles of Imperial history: the campaigns of the Horus Heresy and the Great Scouring of the Imperium which followed. By adding one or more of the **Adeptus Titanicus** expansion games, you will be able to introduce infantry, Imperial Space Marines, Dreadnoughts, Rhino and Land Raider armoured vehicles and huge alien fighting machines. This box is only a beginning to epic warfare in the **Warhammer 40,000** universe!

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This rulebook has been punched with holes to allow easy storage in a Games Workshop ring binder. Remove the staples from the book and separate the pages, then cut down the centre foldline of each sheet with a pair of scissors.

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THE IMPERIUM

For ten thousand years the Imperium has ordered the lives of men. For ten thousand years Mankind has been protected against threats that abound in the hostile universe. For ten thousand years the Emperor has guided, ruled, guarded and dominated. For ten thousand years this immortal being has sacrificed himself, becoming the altar of humanity's hopes for the future. For ten thousand years the Imperium has endured; established out of strife and discord, a bastion in the darkness.

More than 25 millennia ago, humanity first looked to the stars and began the great exploration of nearby space. Limited at first to sub-light travel, colonisation and conquest proceeded at a snail's pace. Generations could live and die on the great interstellar voyages without ever seeing their destinations. Colonies were forced into independence; aid took centuries to arrive, if it came at all.

With the discovery of the *warp drive* came the great expansion. Mankind was freed from the need to spend generations travelling between the stars. The subsequent discovery and refinement of the *navigator gene*, which allowed pilots to make longer and more accurate warp jumps, merely confirmed the trend. Within centuries, rather than the millennia which had been assumed necessary, humanity burst from its confining systems, spreading out into the galaxy. And with expansion came alien contact and, with grim historic inevitability, the first Alien Wars. The pattern was set.

As humanity moved into the galaxy, the *Dark Age of Technology* brought seemingly unstoppable progress. Humanity's machines achieved incredible levels of sophistication. There seemed nothing that Man could not do, even as humanity began to splinter into smaller groups. Some were cut off in remote parts of the galaxy. Others deliberately isolated themselves, using their power and knowledge to make war on their enemies, human and alien alike.

It was at this time, that the psykers - humans capable of using psionic powers such as telekinesis and telepathy - first arose in the midst of humanity. The trigger for this emergence has never been determined, but psykers were recorded on almost every planet known to man. Untrained and unprotected, many went mad or fell prey to non-psycho men; uncounted millions were burnt as witches, destroyed by ignorance. More fell prey to creatures - Daemons - from warp space, beings which fed upon their minds and bodies. Civilization crumbled as ignorance and madness replaced enlightenment and technology. The Dark Age of Technology ended; the *Age of Strife* was born.

For more than five thousand years warfare tore humanity apart. Alien and human, all enemies were as one. The loose confederation of human space was shattered by local wars on every scale: nation battled nation, planet fought planet, system laid waste system. Outspacers and aliens plundered the ruined worlds. Abandoned or cut off by warp storms, human colonies fell victim to local conditions. Terraformed worlds reverted to their natural condition and as they did so, humanity suffered. Through chance and depleted gene-pools, some colonies underwent a forced evolution, producing new successor species: the stocky Squats, the powerful Ogryns and the Beastmen. Other colonies simply reverted to savagery under the combined pressures of alien raids, ecological disaster, psychic madness and technological failure.

Only the worlds where psykers were rigorously suppressed survived intact. The retrenchment of Man was almost total.

At last, as so often happens, a single man, a conqueror, emerged from the darkness. The Age of Strife and its bloody wars were brought to an end. The Imperium of Man was founded as human systems were reconquered and returned to the mainstream of humanity of their own accord.

The Emperor re-united humanity under his banner. For ten thousand years this immortal being has ruled the Imperium.

His rule is harsh and uncompromising, but it is only under his guidance that humanity has survived. The spectre of a new and more terrible Age of Strife is ever present; the threat from the enemy within is matched only by the aggression of the enemy without. The Emperor stands between humanity and extinction.

Only when the Imperium was still new, during the Horus Heresy, was the Emperor's supremacy seriously challenged. In the 31st Millennium, the forces of the Imperium turned against the Emperor, and humanity tottered on the brink of disaster.



THE GALAXY OF THE IMPERIUM

Although only modest in size, the galaxy contains around four hundred thousand million stars. Of these, only a fraction are orbited by planets which are habitable or within human tolerances. And of these few, still fewer have been investigated and settled by humanity. This 'few', however, numbers millions of worlds and systems; the exact number is unknown.

It is simply impossible to count the systems where humanity or one of its sub-species can be found. New worlds are constantly being discovered and added to the Imperium but, even so, no end is in sight. It is doubtful that humanity will ever manage to explore its home galaxy, let alone any others.

The vast size of the galaxy and the Imperium means that much of what has been explored is itself remote and unknown. Distance alone can defeat even faster-than-light *warp drive* spacecraft. This limits the rule of the Imperium to no more than a fraction of the galaxy.

Without the warp drive the Imperium and its civilization could not exist. Spacecraft equipped with warp drives can, under the guidance of a specially gifted Navigator, move into, across and out of warp space. By doing so, a spacecraft can move hundreds or thousands of light years in only a few hours. And the power to move such distances is also a power that wins battles and maintains empires: a troop-carrying space barge can make the same journey with equal ease.



WARP SPACE

The navigation of warp space is the power that binds the Imperium into a single political unit. But what is warp space?

Warp space is a separate and complete universe that exists besides our own reality. For every point in real space, there is a corresponding location in warp space. The two universes are intimately connected. However, simply because two locations are separated by tens of light years in reality the same does not hold true for the common points in warp space, which effectively might be only a few miles apart. It is therefore possible to jump into warp space, move a short distance, and then emerge into reality many light years from the starting point.

Spacecraft and their guiding Navigators find their way across warp space by using the Astronomican, the psychic beacon of the Imperium. Maintained by the Emperor's will, the Astronomican shines across reality and warp space. It gives Navigators an accurate fix on Terra, enabling them to steer spacecraft safely through the currents of warp space.

In warp space, however, nothing is ever straightforward. It is a universe filled with cross-currents, eddies and whirlpools of power. Warp storms can flare up in seconds, blocking travel through huge reaches of the warp. These storms can last for millennia or be gone in seconds, but while they exist travel to some parts of the real universe is impossible through the affected areas of the warp.

Warp space is also linked to psychic phenomena. Within the Adeptus Astra Telepathica and the Adeptus Mechanicus there are scholars and theorists who argue that all psychic power derives from the warp. Certainly, the relationship between warp space and real space is a complex one, and not fully understood by the research theologians of the Imperium.

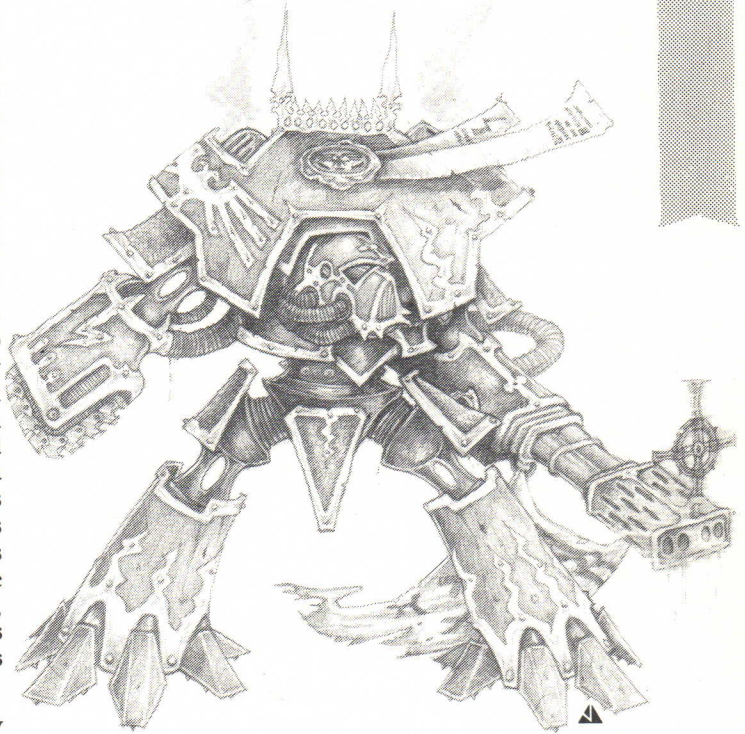
TITANS

Titans are immense fighting machines, mechanical humanoid warriors up to 100 feet tall. They instill terror by their mere presence, and little can equal their armament. Few enemies, apart from another Titan, can stand against one.

Titans are powered by comparatively old-fashioned plasma reactors. Although rarely used in the Imperium since the Dark Age of Technology, nothing else can provide the power needed by a Titan. The Titan's Void Shield Generators alone require such huge amounts of energy that nothing else will suffice. Even the tight operating margins of a Titan's plasma reactor - and the consequences of a melt-down or runaway reaction - are a small price to pay for the energy needed.

The Void Shields are the Titan's main line of defence. A Shield absorbs damage until its Void Shield Generator (VSG) becomes overloaded. Cut-offs prevent the Generator burning out when this happens, and the Void Shield then collapses. However, once the excess power has been drained off, the Generator can be restarted, raising the Void Shield once more. Where possible, Titans carry a sufficiently large VSG so that, in theory, some of its shields will be operable at all times. In practice this may not always be the case, and once a Titan has lost its Shields it is vulnerable. In emergencies the Princes can override the VSG cut-offs, pushing the Shields to their limits. If it works, this risky tactic can defeat almost any attack. If it fails (as is most likely), the Princes will reduce his Titan's defences to pools of useless, molten slag.

The plasma generators also provide the power for many of the weapons; power transmission is via hydroplastics coupled to actuators. These operate the weapon systems and other facilities throughout the machine. A Titan's limbs are moved by electrically-motivated fibre-bundles which function very much like muscles.



TITAN TYPES

Titans are divided into a number of broad *types*, depending on their size and function. *Battle Titans* and *Emperor Titans* are among the most numerous, but there are lesser types, such as the dreaded *Psi-Titans*, and the fast, lightly-armed *Scout Titans*.

Battle Titans stand between 40 and 80 feet tall. Each Battle Titan is protected by up to six Void Shield Generators, and armed with a variety of weapons. Thus armed and armoured, these powerful fighting machines are the workhorses of the Military Orders of the Collegia Titanica.

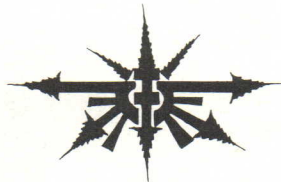
Emperor Titans are taller - some 70 to 100 feet tall - and considerably bulkier. They can carry even more Very Heavy Weapons than Battle Titans, making them fearsomely destructive machines. These massive Titans are among the most powerful forces deployable on a planetary surface. Emperor Titans have another, equally important function: they are huge, mobile temples of the Imperial Cult. The Executive orders use them to bring the word of the Imperium and the *pax Imperia* to isolated worlds.

All Titans are split into a number of classes according to their basic design. By far the most common class of Battle Titan is the *Warlord*, and this is the type represented by the models in this box. For longer than there has been an Imperium there have been Warlord class Battle Titans, and millions have been built to the design. It is popular with all the Military Orders of the Collegia Titanica; its well-known handling characteristics and capabilities also make it an ideal test-bed for the new devices of the Research Orders of the Divisio Investigatus.



Emperor Titan

Finally, each class has a number of *variants*. The variant type of a Titan is determined by its armament pattern. There are, for example, four main variants of the Warlord class Battle Titan: the Night Gaunt, Eclipse, Death Bringer and Nemesis. As you will see from the *Titan Data Cards*, these are the four types of machine covered in the game: sufficient plastic components are provided so that any of these variants can be represented in a game.



TITAN CREWS

Each Titan is operated by a crew of three to five, all of whom are linked to their machine through mind-impulse units.

A Titan crew is commanded by a *Princeps*. It is he who controls the movement of the Titan. The Princeps need only think that he is walking, running, or whatever: the mind-impulse system and the fibre-bundle muscles do the rest, translating his thoughts into movement by the Titan. He has charge of the Titan's defensive systems, deciding when (if at all) to overload the Void Shield Generators.

He also co-ordinates the actions of the *Moderati*, the ordinary crewmen who control the Titan's weapon systems. It is the task of the Princeps to direct the awesome firepower of the Titan; each Moderatus must make sure that his assigned weapon is functioning correctly and accurately.

The crew are protected within support bubbles that can be ejected from the Titan in an emergency. Each support machine includes data and view screens which display weapons readouts, outside views and target information. Manual controls for use in the event of a mind-impulse failure are also provided.

Mind-impulse links the crew and the Titan on the most intimate level. Thoughts become the actions of the Titan; a crew member need only imagine a weapon firing or the entire Titan moving for the systems to carry out his mental orders. The Titan becomes the crew's body while they are linked to it. For the most part, feedback dampers prevent the crew from feeling damage suffered by the Titan. Failure in these systems is fortunately rare, for the crew then suffer terrible pseudo-injuries and pain as the Titan is damaged.

Casualties among inexperienced Titan crews are high, but if a crew can survive one or two battles its combat life expectancy increases by several orders of magnitude. Titan crews become fatalistic, slightly paranoid and utterly savage towards the enemies of the Emperor.

Crews are also allowed a certain amount of licence in their behaviour; minor infractions of rules by Titan moderati are often ignored. The Military Orders in particular see themselves as an elite, who are not bound by the same petty rules and regulations as lesser warriors. The bounds of what is acceptable are well understood by each Princeps, and while the behaviour of his crew can be as idiosyncratic as desired, its loyalty must never be in doubt.

Finally, the best Titan crews who have survived several campaigns and several hundred hours in combat are eventually taken out of line units. They are given supposedly easier, but more prestigious duties with the *Divisio Telepathica* or as the personal crew of the Grand Master.

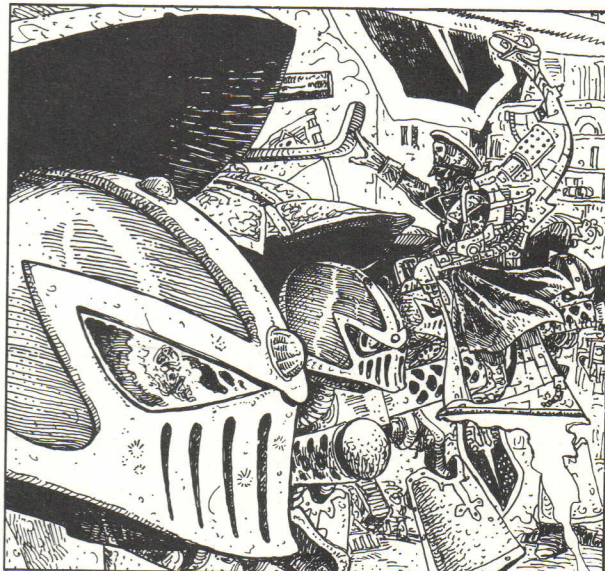
THE COLLEGIA TITANICA

The history of Titans is very ancient indeed. Titans have existed throughout the history of the Imperium and for long before its founding, before even the Age of Strife. Titans were in use during the Dark Age of Technology and the first Alien Wars; at that time each human colony had at least one Titan Legion, and many had dozens deployed in their defence. During the Age of Strife these Titan Legions were then turned against each other in the savage and destructive wars that tore mankind apart.

It was during the Age of Strife that the knowledge needed to maintain the Titans was lost, and their use became increasingly rare. By the time of the Imperium only one group knew how to build, maintain and operate the Titans - the tech-priests of the Adeptus Mechanicus. Within the Adeptus the knowledge was concentrated in one of its fighting arms: the *Collegia Titanica* or, to give it its full title, the Adeptus Mechanicus Collegia Titanica. This technological priesthood is also known as the *Adeptus Titanicus*, a contraction of its full name.

The Collegia Titanica/Adeptus Titanicus was organised from remnants of old Titan Legions. In the wake of the Horus Heresy and the defection of many of the Titan Legions, a new organisation of guaranteed loyalty was required. Independence in thought and deed was abandoned or rigorously monitored. The new Collegia's part in this was to sweep away the old Titan Legions, gathering the remaining Titans into a single force whose loyalty could be assured. The reorganisation was a success: since the time of the Heresy the Emperor and his Administratum have had little cause to worry over the Collegia.

The Collegia has four branches or *Divisiones*: the *Divisio Militaris*, the *Divisio Mandati*, the *Divisio Telepathica* and the *Divisio Investigatus*. In turn, each *Divisio* is divided into a number of *Orders*, some of which have already been mentioned in passing. The Orders are the basic, self-contained units of the Collegia, comparable to the Chapters of the Space Marines. Each Order is commanded by its own Grand Master, has its own uniforms, insignia, colours and rituals. All, however, have a common bond of loyalty to the Emperor.





THE DIVISIO MILITARIS

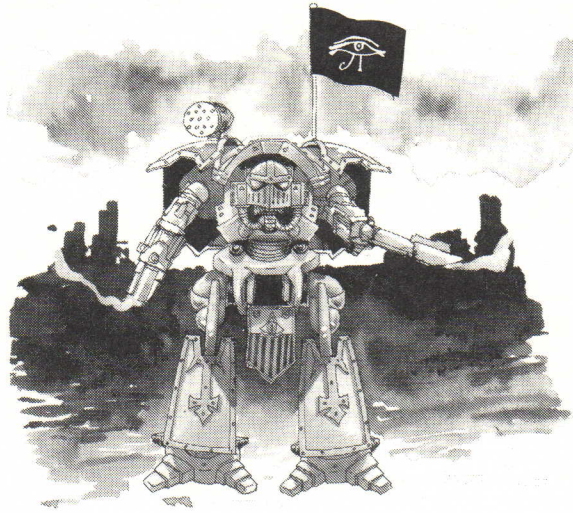
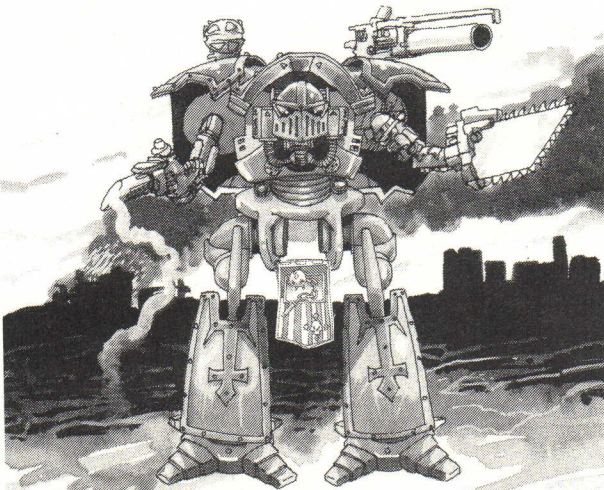
The Orders of the Divisio Militaris, usually referred to simply the Military Orders, are the successors of the old Titan Legions from the Age of Strife. Many can trace their unit histories back beyond the founding of the Imperium to those troubled times.

Used when a swift, clinically precise, strike by a Space Marines Chapter of the Adeptus Astartes would be inappropriate, the Military Orders are the cutting edge of the Collegia. Each Order is based on its own *Forge World*, and includes many ground combat troops and support staff in addition to its Battle Titans. Some of the Military Orders are highly specialised forces, created to deal with siege works or combat in exotic planetary atmospheres, for example.

No Order, however, is allowed to have its own space transport; it is a matter of Imperial policy that this must be provided by the Imperial Fleet. Transport is denied to the Military Orders for good, if historical, reasons. During the Horus Heresy more than half of the Titan Legions joined the rebellion. With their own transport ships they were able to fight mobile campaigns, and Titans even took part in the siege of the Imperial Palace. In the reorganisaition that followed the Heresy, the Military Orders were deliberately made reliant on the Fleet for transport; deprived of mobility, rebels could be quickly isolated and destroyed. By and large, the policy has been a success.

Over a hundred of the Divisio's Orders are stationed near the Eye of Terror to combat the Chaos-Titans of the banished Traitor Legions. The remainder are scattered at strategically important sites across the Imperium.

The models and rules in *Adeptus Titanicus* are concerned with the Divisio Militaris, which accounts for the vast bulk of those Titans that are still operational.



THE DIVISIO MANDATI

The Executive Orders of the Divisio Mandati travel in vast, floating temple-spaceships, bring the *pax Imperia* to the isolated worlds of the Imperium. Each temple ship carries between two and five of the immense Emperor Titans, plus priests, regular troops, maintenance adepts and other support personnel.

In turn, each Emperor Titan is a self-contained unit carrying members of the Adeptus Arbites, the Inquisition, and the Adeptus Terra. It is their task to bring the *pax Imperia* to all the worlds in their care. With an Emperor Titan as a platform, Imperial servants can be persuasive; and where persuasion fails, firepower enforces the Imperial Will.

Some of the Executive Orders never move beyond the boundaries of the Imperium, having a regular diocese under their peripatetic care. Others specialise in taking the word of the *pax Imperia* beyond the boundaries of Imperial space. These Missionary Orders, often operating in support of Rogue Traders, are the elite of the Divisio Mandati.

THE DIVISIO TELEPATHICA

The Divisio Telepathica operates the dreaded Psi-Titans, and is somewhat smaller than either the Divisio Militaris and Divisio Mandati. The Telepath Orders, each operate from a secret Forge World near the heart of the Imperium.

THE DIVISIO INVESTIGATUS

The Divisio Investigatus comprises a number of Research Orders. It is their task to construct the Titans used by all the *Divisiones*, and to devise and test improvements and upgrades. The whole of the Divisio is based on the Adeptus Mechanicus' workshop planet of Mars, in the Imperial capital system. It is not unknown for a Research Order to take the field in order to test out its new designs under proper combat conditions.



THE IMPERIAL HIERARCHY

The Emperor is the undisputed Master of Humanity. Ageless and ancient, he lived in hiding among men for millennia. After the founding of the Imperium, he emerged as Mankind's most powerful psyker, who had no need to fear any warp creature or personal threat.

Wounded during the Horus Heresy, the Emperor ordered a life-support machine of incredible complexity to be built, the Golden Throne. As soon as it was completed, he was placed within its confines, where he has remained for ten millennia, sustained by life-energy drained from millions of human psychics. His will maintains the navigation beacon of the Astronomicon and binds humanity together.

On a year to year basis within the Imperium the Emperor's Will is carried out by two colossal organisations: the Inquisition and the priesthood of the Adeptus Terra. Tens of millions of adepts, scholars, priests, soldiers, governors and Inquisitors exist only to serve.

The Inquisition is the only group that lies outside the control of the Adeptus Terra. Answerable directly to the Emperor, the Inquisition is the watchdog of the Imperium. Its Inquisitors hunt down the dissenting, the corrupt and the inefficient within the Adeptus priesthood. They are also charged with scouring the Imperium for rogue, untrained psykers and with seeking out alien threats beyond the Imperium. To aid them in their duties, Inquisitors are granted tremendous power and independence of action; few Imperial servants would dare deny any request made by the Inquisition.

The Adeptus Terra has charge of everything else in the Imperium, from the disposition of the Imperial Fleet, to ensuring the grain harvest on the remote and insignificant world Landfall III. It is sub-divided into countless, sometimes rival, often secret, bureaucracies, departments and sub-sections. The most important of the visible organisations are:

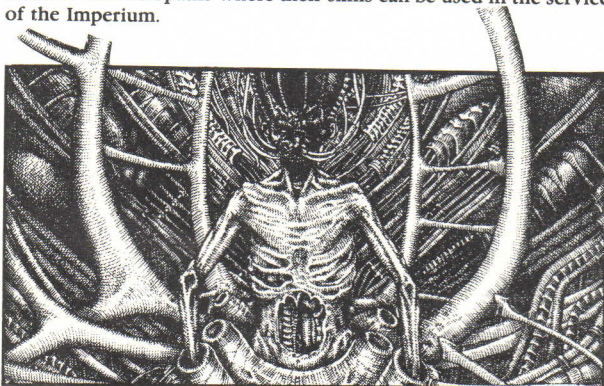
The Administratum - the largest single part of the Adeptus Terra. This vast bureaucracy is responsible for the Imperium on every level. It is the adepts of the Administratum who apply policy, organise war fleets, levy taxes and carry out the million other necessary details of the Imperial Will. The best servants of the Administratum are appointed as *Imperial Commanders*. These planetary governors are responsible to the Imperium for a single planet; they are given a relatively free hand, providing tithes are paid and their loyalty is firm.

The Adeptus Custodes are the Emperor's personal bodyguard. An elite force, they have never left Terra since the Emperor's confinement to the Golden Throne, and are now rarely seen outside the Imperial Palace.

The Adeptus Mechanicus, the tech-priests of the Imperium, are the guardians of humanity's technology, most of which dates from before the Age of Strife. The tech-priests work on the recovery of technical data that has been lost and the maintenance of existing knowledge. They also provide support to the Imperial Guard, the Fleet and for their own fighting arms, including the Titans of the *Collegia Titanica* (see *The Collegia Titanica* for more information).

The Adeptus Arbites are the Imperial police and justices, the enforcers of Imperial Law throughout space. It is their responsibility to police all planetary governors and planetary police forces.

Finally, **The Adeptus Astra Telepathica** is a cadre of powerful psykers. Lesser psychics are sacrificed to the Emperor and used to power the Astronomicon. The very best are retained and inducted into the ranks of the Astropaths where their skills can be used in the service of the Imperium.



WR

THE WARRIORS OF THE IMPERIUM

The teeth of this governmental machine are the armed forces of the Imperium. The Imperium's might is concentrated in the Guard, the Fleet, the Adeptus or *Legiones Astartes* and the *Collegia Titanica*, which is discussed in a separate section of this book.

The Adeptus Astartes, the *Space Marines*, are the finest warriors ever created by humanity. There are one thousand Chapters, each of one thousand Marines, a mere million battle-brothers. Their worth, however, is not measured by numbers alone - Marines are devout and deadly warriors, capable of awesome destruction. Chapters can move quickly to nullify a threat, supported by the own transport, vehicles and heavy weaponry. If Titans can be likened to a bludgeon in the hands of the Emperor, the Space Marines are a cutting edge to be used with clinical precision.



The Imperial Guard is recruited from the elite of the Imperium's planetary armies. The sheer number of regiments in the Guard staggers the imagination; it is a truly vast force, with tremendous capabilities. In terms of savagery or dedication the Guard cannot match the Space Marines, but their numbers are an adequate compensation. As well as its combat troops, the Guard has enormous resources in the shape of vehicles, battle machinery and support personnel.

The Imperial Fleet is the third part of the Imperium's military might. It provides both a space-going navy and the transport for the rest of the Imperium's armed forces. It also has a large share of other interstellar transport within the Imperium; independent private ships do exist, but these are comparatively rare.

There are other forces within the Imperium and beyond its boundaries, the most noteworthy being the *Rogue Traders*. These are a group of highly privileged individuals who roam the galaxy as condottieri, explorers, privateers, conquistadors and, occasionally, merchant princes. Rogue Traders have no formal military rank, but they often receive detachments of Space Marines and Imperial Guards as a private army. With a retinue of tech-priests, Inquisitors and psykers, a Rogue Trader can be a formidable conqueror, even without the occasional backing of the *Collegia Titanica*.

More information on the Emperor, the Imperium of Man and its universe can be found in the **Warhammer 40,000 Rogue Trader** rule book.

WR

THE HORUS HERESY

Ten thousand years ago, when the Imperium was young and the Emperor walked among men, rebellion flared. The Imperium was split and Mankind teetered on the edge of disaster. A new age, one ruled by the forces of Chaos, began in civil war and with acts of desperation and brutality.

General Horus was regarded as the finest military commander of his age. When brave deeds were common, he was exceptional, and the Emperor eventually honoured him with the title of Imperial Warmaster, second only to the Emperor himself. Yet at the height of his powers, Horus, the hero who could do no wrong, turned against his Emperor. On the feral world of Davin, the Warmaster was possessed by a Daemon from the warp.

With a tool such as Horus, the servants of Chaos planned to destroy the Imperium and install their own puppet Emperor. Darkness would be unchecked and universally triumphant. The daemonic Horus, still respected and loved by his troops, plotted and conspired; all his skill was bent towards the destruction of the Imperium and his Emperor. The plot was eventually exposed, and thus began the *First Inter-Legionary War*.

The *pax Imperia* dissolved as news of the rebellion spread. Many Imperial units declared for Horus, attracted by his reputation, yet unaware that he had been corrupted by Chaos. Old dissatisfactions with the Emperor's rule were voiced once more, and battles erupted in system after system. For each regiment, corps and army that joined the rebellion there were those who remained loyal. The war and the Imperium hung in the balance, neither side able to deliver the crushing blow.

And then Horus struck at the heart of the Imperium. The Warmaster mounted a direct assault on Terra; the Luna defences were crushed, and the Imperial Palace itself breached. His followers, the Traitors of the Adeptus Astartes, Mechanicus and Titanicus, fought a savage campaign. No quarter was given or asked. All that stood between Horus and victory on Terra were the Adpetus Custodes, the Emperor's personal bodyguard, the Imperial Fist and White Scars Marine Chapters and the Titan Order of the Fire Wasps. The struggle for the Imperium would be won and lost in the battle for the Imperial Palace.



And on the 55th day of the battle, the Traitor Legions and their Titan allies reached the walls of the Inner Palace. Despite acts of insane valour by the loyalists, victory was within Horus' grasp. As the Outer Palace was abandoned to the rebels, the Emperor acted. An elite company of Adeptus Custodes and Imperial Fist Marines teleported into the Warmaster's command bunker. They were lead by the Emperor himself.

A brutal firefight ensued; the Emperor sustained terrible wounds and Horus was killed. As word of the Warmaster's death spread, the Traitors paused, and then fell back to their transport barges. The Emperor was carried from the field and placed in a support bubble. In the confusion of victory and defeat, however, the Warmaster's body was never found. The Sons of Horus Chapter had fled from the Palace with his remains, the signal to all that the rebellion had failed.

The Traitors fled into the Eye of Terror, a collection of dust-shrouded hell-worlds battered by warpstorms and worse. The Emperor was confined to the Golden Throne of Terra, the machine that has supported him to this day. He pronounced his judgement upon the rebels: they were to be exiled and accursed. All records were destroyed. It was to be as if the Traitors had never been part of humanity and the Imperium. Seven years of hard fighting remained, as the rest of the Imperium was cleansed of the naive rebels who had sided with the Warmaster. All were destroyed or driven into the Eye during the Great Scouring.

The Traitors have remained sealed within the Eye of Terror. Lest they should return to threaten the good order of the Imperium, its boundaries are constantly patrolled and monitored. The Imperial Fleet and the Inquisition maintain a close watch upon the doings of the Traitors, while over one hundred Titan Orders of the Divisio Militaris are assigned to worlds near the Eye. They have no purpose but to stand ready against the day when the Traitor Legions and their Chaos-Titans could once again threaten the Imperium.

For ten thousand years watchfulness around the Eye of Terror has been a constant duty, borne with quiet pride by the Emperor's servants. It is the mark of their unshakeable loyalty to the Imperium and the person of the Emperor.

A fuller account of the Horus Heresy, its aftermath and the participating Traitor Legions can be found in *Realm of Chaos*.



ALIEN RACES AND EXTERNAL THREATS

Mankind is not the only creature to have made the leap into space. During its history the Imperium has encountered - and fought - a number of alien races. The most notable of the Imperium's contacts and foes are the *Eldar* and the *Orkoids*.

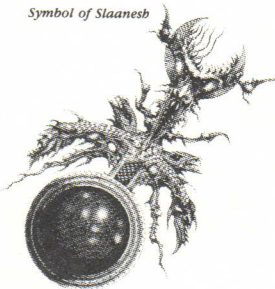
In physique the Eldar are the most human-like of alien races. Roughly man-sized, but slimmer of build, these humanoids have fought against mankind in many parts of the galaxy. Their aesthetic nature and sophistication has lead them to regard men as foolish and dangerous upstarts, while the Imperium has, in turn, branded the Eldar as decadent. For example, Eldar war-machines, armour and weapons are designed to have a pleasing form as much as for a deadly purpose. They are, nonetheless, deadly fighters and determined foes.

The Eldar appear to have no home worlds, but live instead in great space vessels known as *craft worlds*. Their legends tell of the Fall of the Old Race, when their planets were laid waste and only the craft world Eldar survived. Since that time they have scattered into the galaxy, occasionally drifting into contact and conflict with other races. The Eldar are usually judged by the actions of their aggressive pirates and mercenary fleets, which are encountered most often by other races. Such meetings have not encouraged understanding and tolerance of the Eldar by other races.

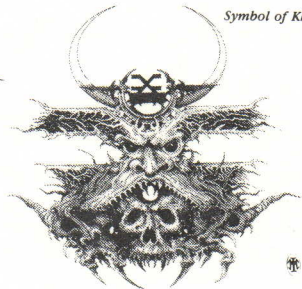
The Orkoids may be more than a single race; they certainly hold this belief. All Orkoids are green-skinned humanoids with brutal, cunning and violent natures. The largest of the races, called Orks, dominate the smaller and weaker, the Gretchins. All Orkoids, however, are natural fighters and raiders, and will fight amongst themselves if no other enemies are available.

Their technology is primitive and often unreliable, but Ork technicians, *mechaniacs*, are skilled in the art of dismantling stolen or captured machines and coming up with something that works most of the time. This is certainly true of their equivalent to the Imperium's Titans. The Ork machines epitomise crude technology which has been pushed to its limits, allied to a complete disregard for crew safety. Although humans despise Ork technology and its simplistic products, most have a healthy respect for its firepower.

Symbol of Slaanesh



Symbol of Khorne



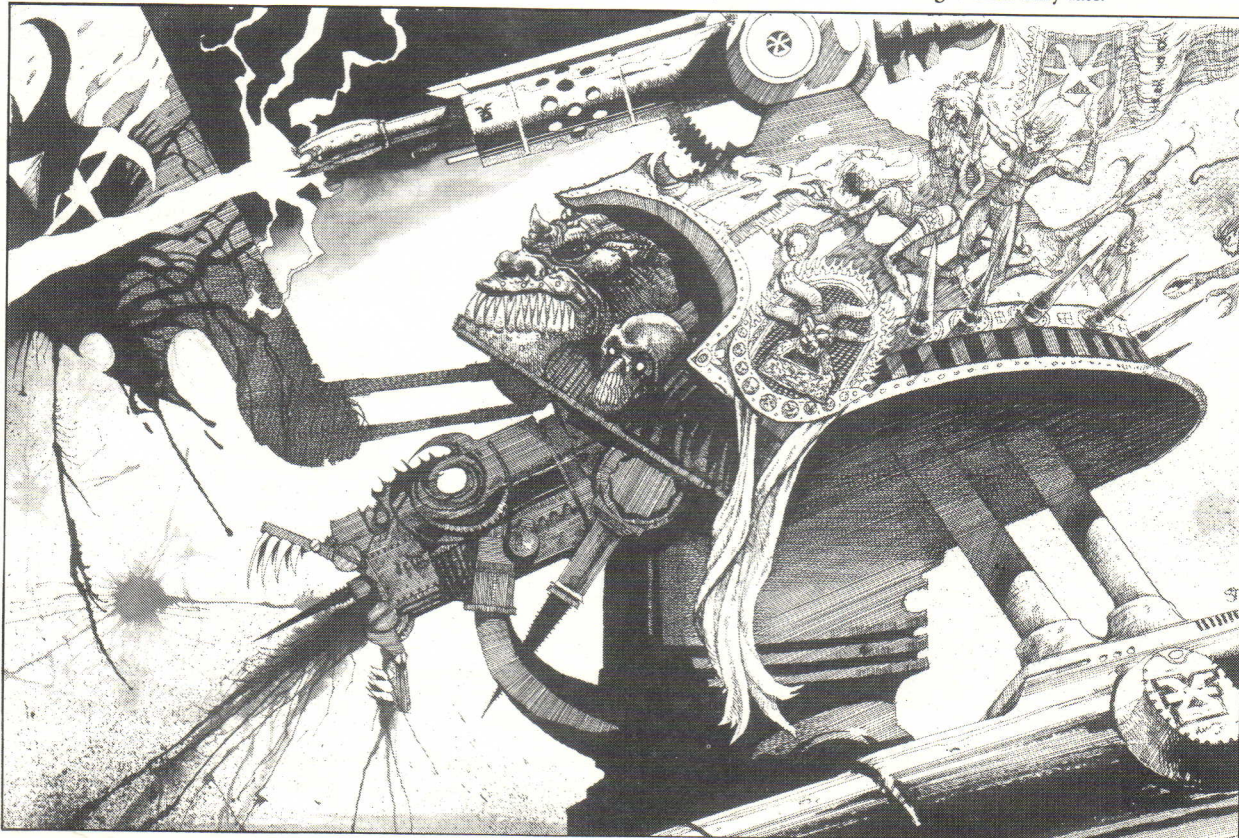
CHAOS

Mention has been made elsewhere of the malevolent psychic creatures which live in warp space. These beings have preyed upon psykers throughout human history, using them as gateways into the real universe. Accounts of witchcraft, possession and daemons appear again and again in the Imperium's most secret records, along with hints of other, darker mysteries.

Within the Inquisition there is a secret college, the *Ordo Malleus*, which is devoted to the combatting such phenomena. Their scholars have determined that there are four great powers within warp space, consistently identified in ancient and proscribed writings as Khorne, Nurgle, Slaanesh and Tzeentch.

The domination and possession of psykers is only one weapon in their armoury. Human perversity and greed works in their favour; there are those who, for reasons of their own, are prepared to commit the ultimate heresy and offer worship to these dark beings. They are called the great Powers of Chaos by their followers, who work for the overthrow of mankind and the triumph of Chaos.

The Inquisition's *Ordo Malleus* and other, more clandestine, organisations, fight a secret war against Chaos and its servants. Few know of the struggle, for to know is to risk corruption and temptation. Humanity as a whole must never learn of the battle, else the darkness would surely triumph. Ignorance is the armour of purity. The few outside the Inquisition who do have some inkling of the truth are silenced; death or mindscrubbing is their only fate.



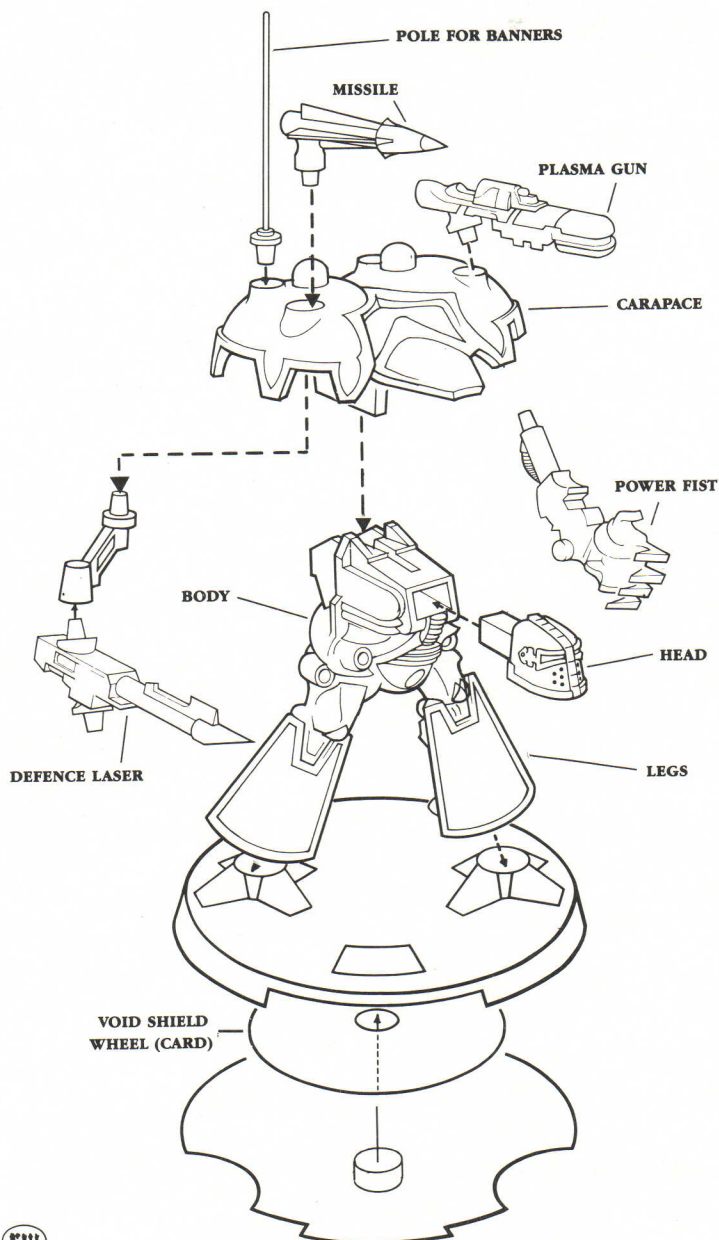
Sneak attack! Daemonettes of Slaanesh surprise a Titan of Khorne

COMPONENTS

A complete listing of the components of **Adeptus Titanicus** can be found on the back of the box.

ASSEMBLING THE TITAN MODELS

The models provided with this game are used to represent the Titans which take part in the battles you will fight. The components on the sprues allow you to field up to 6 Warlord Class Battle Titans. Remove the parts from the sprue using a pair of nail scissors or a modelling knife.

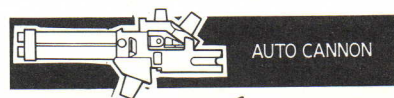


Notes on assembly: All parts can be clipped together, no glue is required. All weapons are fully interchangeable - apart from the Power Fist which only fits in the left arm. The card Void Shield Wheel is intended to be rotated between the top and bottom halves of the base.

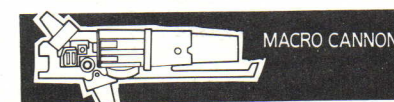
WEAPONS

The following illustrations show the complete range of weapons available in this box.

HEAVY WEAPONS



VERY HEAVY WEAPONS



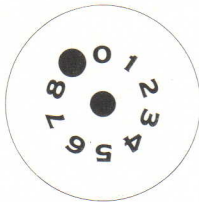
CLOSE COMBAT WEAPONS



SUPPORT WEAPONS



VOID SHIELD WHEEL



The wheel in the Titan's base can be turned so that different numbers are visible through the hole in the base. It is used to record how many Void Shields the Titan has working at any time.

For example: a Death Bringer Battle Titan has four Void Shields, as shown on its Data Card. At the start of the game, the Void Shield Wheel is turned to show the number 4. If the Titan is hit during the game, its number of active Void Shields will be reduced, and the Void Shield Wheel is moved accordingly. This is explained more fully in the game rules later on.

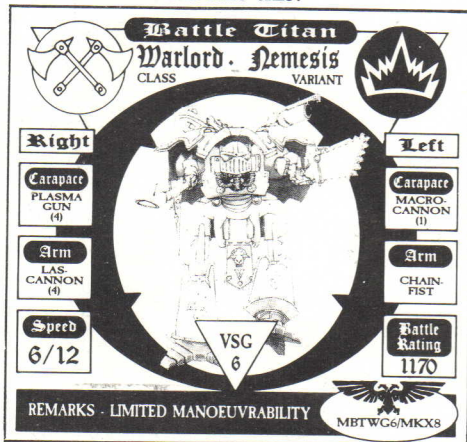
BUILDINGS

The polystyrene buildings are used to represent the terrain you will be fighting over. Keep them in the box for the time being - you won't need them until you are ready to set up the scenery for your first game.

TITAN DATA CARDS

There are literally hundreds of different classes and variants of each type of Titan (Battle, Emperor, etc) but the Titan Data Cards give you a selection of pre-designed Warlord Class Battle Titans, ready for use. Rules for designing your own Titans can be found later in this book.

A Titan Data Card looks like this:



CLASS: Each class of Titan has a name given according to the basic model design. All the models in this box are Warlord Class Battle Titans.

VARIANT: All Warlord Class Battle Titans are named according to the amount of weaponry they carry. The example here is known as a *Nemesis*.

CARAPACE: Any weapons mounted on the top of the Titan - the *left* and *right* headers are from the model's perspective. A number in brackets represents the number of *barrels* the weapon has.

ARM: Any weapons mounted on the Titan's arms - the *left* and *right* headers are from the model's perspective. A number in brackets denotes the number of *barrels* the weapon has.

VSG: The number of Void Shields with which the Titan starts the game. Note that when the Void Shield Generator is destroyed, *all* shields are rendered inoperative (see *Damage*).

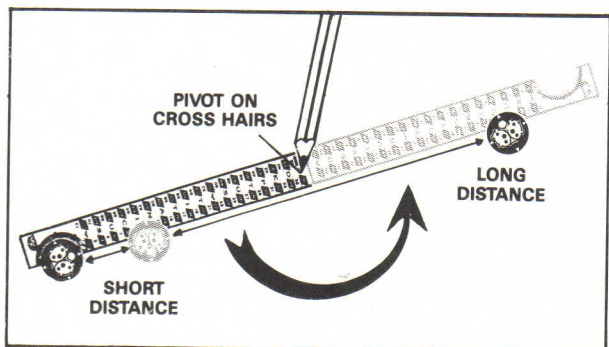
SPEED: The distance in centimetres that the Titan can move in a turn. There are two numbers, separated by a slash (/). The first number is the *Advance* distance, and the second number is the *Charge* distance. This is explained in the movement rules.

BATTLE RATING: Some scenarios let players pick their own Titans, rather than dictating which ones will be used. In these cases, players are given a number of points to spend on their forces. The total points cost of each class of Titan is given on its Data Card in terms of its *Battle Rating*. The greater the *Battle Rating* of a Titan, the more effective it is in battle.

REMARKS: Any further information about the Titan is covered here.

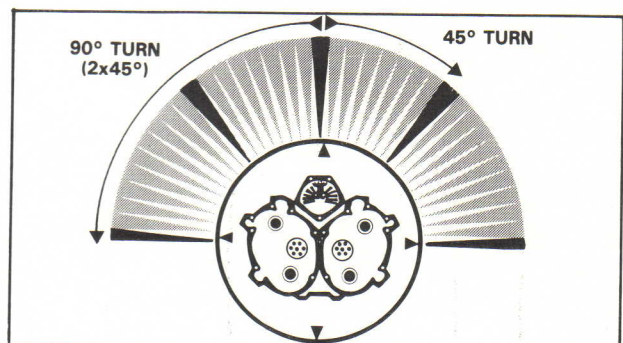
RANGE AND MOVEMENT RULER

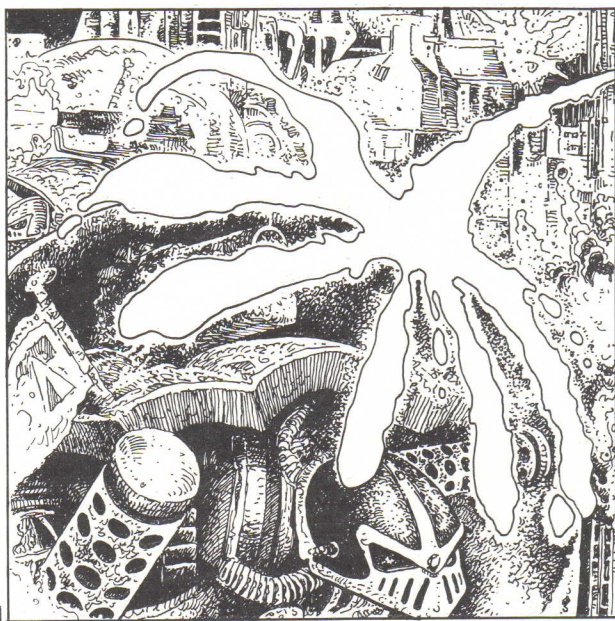
This is a clear plastic ruler marked in 1 cm increments. It is used to measure distance for movement and weapon ranges. You should cut out the semi circle at the end of the ruler which will then double as a turning template and a weapon arc template (see below). By making a hole at the other end (in the spot shown) you can easily measure ranges over 36cm by putting a pencil point through the hole and spinning the ruler through 180°.



TURNING TEMPLATE

Sometimes a Titan will be allowed to make a 45° turn during its move. To measure such a turn, place the template so that the central arrow on the template is pointing at one of the arrows on the plastic base (it doesn't matter which one). The Titan may then be turned to the left or right, as long as the arrow on its base is not moved past the left and right arrows on the template.





ORDER COUNTERS



The order counters are used to record a Titan's planned action for each turn. Each Titan in the game will need four order counters, one each of *First Fire*, *Advance*, *Charge* and *Repair*. The use of order counters is explained in the *Order Phase* section.

DAMAGE COUNTERS



The damage counters are used to show the effects of damage on a Titan. Their use is explained in the *Damage* section.

THE DICE



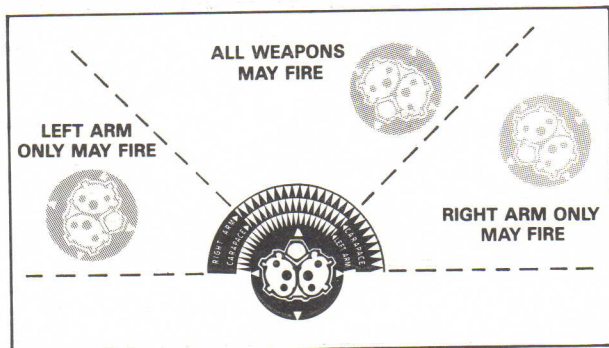
All dice rolls in **Adeptus Titanicus** are made with standard six-sided dice. Throughout the rules, the abbreviation 'D6' refers to a six-sided die. For example, 'roll a D6' means roll one six-sided die, and 'roll 2D6' means roll two six-sided dice.

THE PLAYING SURFACE

This is one component you won't find in the box. **Adeptus Titanicus** is designed so that it can be played on any flat surface the size of the average dining table. Larger areas can make for bigger and more interesting games - so if you have a wargames table so much the better - but as long as your table is at least 3' by 2' you'll be able to have an enjoyable game.

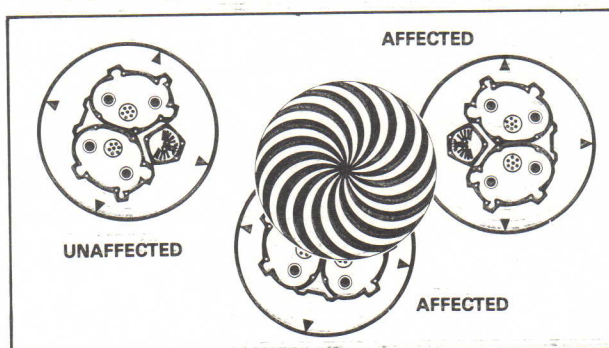
WEAPON ARC TEMPLATE

When a Titan makes an attack, it may only fire weapons that can be pointed at the target. To decide which weapons can be used, line up the arrow on the template with the arrow on the front of the Titan's plastic base. The template shows the arc over which the weapons on the Titan may make an attack.



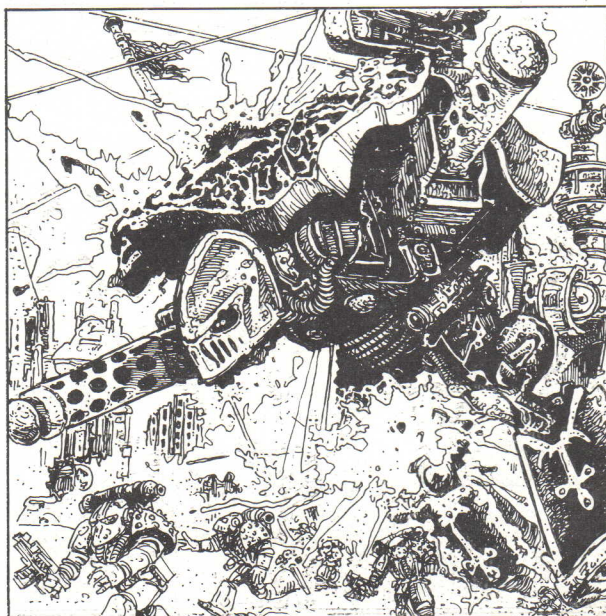
BURST CIRCLE TEMPLATE

Some weapons create a huge explosion which will affect any target within the *burst radius*. When such a weapon is used, a burst circle is placed with its centre at the point of aim. Any Titan whose base falls under the template (even if only partially) is affected by the attack.



"Used correctly, terrain is a second weapon in your arsenal, equal to your Titan itself. Make the battlefield work for you, or you will find it working for your opponent."

- Grand Master Ferromort, Ordo Sinister, Divisio Militaris



STARTING THE GAME

First, read briefly through the section of this rulebook headed *The Basic Game*. Don't try to *learn* the rules as you go; just read them through so that you get an idea of where things are in the rulebook. The best way to actually learn the rules is to play the game - so let's get started!

SETTING UP

First, you will need to find a suitable playing surface. Any table or area of floor 3' by 2' will do just fine; larger areas are even better.

Next comes the *scenario*.

WHAT IS A SCENARIO?

A scenario is basically a set of notes, telling you all you need to know about the battle you are about to fight. It will tell you which forces are involved, which Titans each player has (or sometimes, how many points each player has to spend on Titans), what each side's objectives are, and so on. You will find a range of scenarios at the end of the basic game rules, but for your first game, we'll use the following scenario:

A lone Eclipse Battle Titan (*Battle Rating*: 630) has encountered an enemy Death Bringer class Titan (*Battle Rating*: 630). Both are far from their own forces and cannot call on any reinforcements, so the battle is a straight one-to-one fight to the finish.

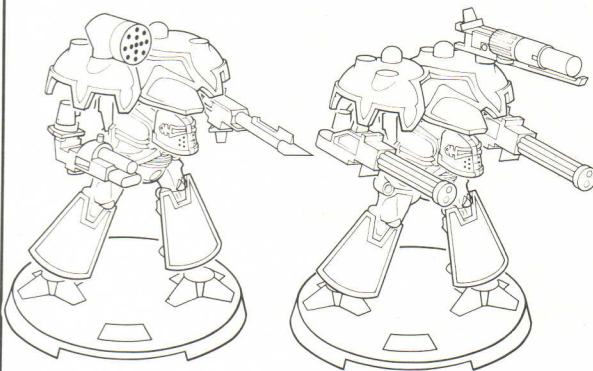


PREPARING FOR BATTLE

First, decide which player will take which side. If you can't decide, roll a dice - the player with the higher score chooses which side he wants to play and is *First Player* at the start of the battle (see below).

Next, find the Data Cards for the Titans featured in the scenario (be sure to get the Death Bringer and Eclipse Titans with the right Battle Rating - 630). Using the information on the Data Cards, build all the models you need.

In this scenario, you need one Eclipse Battle Titan and one Death Bringer Battle Titan. If you need instructions to build the models, refer to *Assembling the Model Titans* in the *Components* section. Once you've finished, you should have two models that look like this:



ECLIPSE
BATTLE TITAN

DEATH BRINGER
BATTLE TITAN



Each Titan needs a full set of *Order Counters* - one each of *First Fire*, *Advance*, *Charge* and *Repair*. Separate the necessary counters from the counter sheet and give each player as many as he needs.

Separate the *Damage* counters from the counter sheet and keep them handy.

Place all of the buildings in the lid of the box. Each player should take it in turn to place one building anywhere on the playing surface, until all the buildings are set up.

Finally, each player rolls a D6, and the player with the higher score may choose which edge of the playing area he will set up on. He may set up his Titans anywhere along that side of the playing area, within 12cm of the edge. The other player must then set up on the opposite edge, again within 12cm of the edge unless the scenario states otherwise.

If a specific instruction in a scenario ever contradicts these general notes, always assume that the scenario is correct.

Now, you're ready to play.

THE BASIC GAME

The rules are split into two sections: the *Basic Game* and the *Advanced Game*.

The *Basic Game* introduces all of the most important rules for the game, and the basic rules can stand on their own. They are enough for you to be able to play a number of simple but enjoyable games.

The *Advanced Game* adds more detail and complexity, but doesn't change any of the basic rules - it simply gives you more choices and options. Once you've played a few basic games, and have got the hang of the basic rules, then you'll probably want to try the advanced rules out.

MORE THAN TWO PLAYERS

Throughout the basic rules, we assume that there will only be two players. If more than two players are taking part, split into two teams and choose a scenario that has enough Titans to allow at least one per player.



SEQUENCE OF PLAY

Adeptus Titanicus uses a strict sequence of play. Each turn consists of a number of separate phases. It may seem complicated at first, but don't worry - you'll soon get the hang of it. A lot of things can happen in a turn - movement, combat, repair, and more. In real life, these things happen simultaneously, which is why combat in real life is so confusing.

Each turn in **Adeptus Titanicus** is split into 5 *phases*. During the *movement phase*, both sides move their Titans; during the *combat phase*, both sides fire their weapons; and so on. An action may only be performed in the appropriate phase; so, for example, you can't move a Titan in the combat phase.

The basic rules are laid out in the same order as the sequence of play. The best way to learn them is to read briefly through them once, and then start playing your first game. As you come to each new phase, read through the appropriate rules section and then perform any actions for that phase.

THE FIRST PLAYER

Throughout the rules, we refer to the *First Player*. The First Player is the player who goes first in any phase. Being the First Player offers both advantages and disadvantages; you will have to move your Titans first, but you also get the first shot in the combat phase. If players cannot agree who will be First Player to start, they should each roll a die - the highest score gets to choose.

In the first turn of the game, the *First Player* is the player who set up his Titans first. He takes the *First Player* marker to indicate that he is First Player. At the end of the turn, the other player takes the First Player marker, and so on throughout the game.

THE SEQUENCE OF PLAY

1. Order Phase

The players must place an Order counter (face down) beside each of their Titans.

2. Movement Phase

- i. Titans with *Charge* orders are moved. The players takes turns (starting with the *First Player*) to pick one Titan and move it.
- ii. Titans with *Advance* orders are moved, in the same way.
- iii. Titans with *First Fire* orders may change facing (without moving), as above.

3. Repair Phase

Both players must:

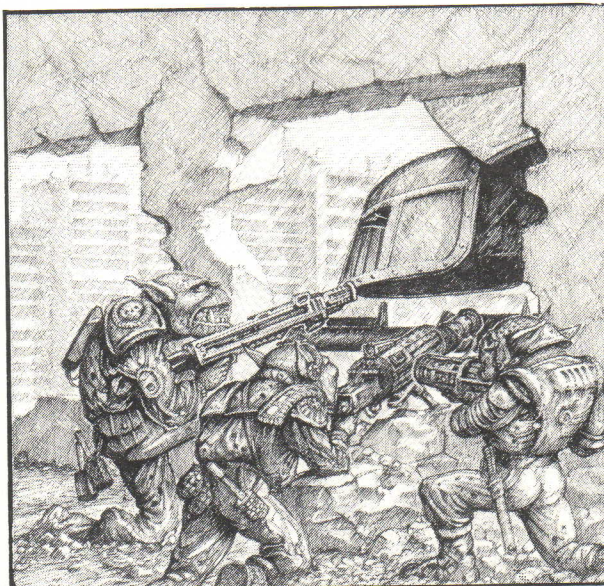
- i. Roll to Repair 'downed' VSGs.
- ii. Roll to Repair damaged Systems.
- iii. Roll to see if any damaged systems malfunction.

4. Combat Phase

- i. Titans with *First Fire* orders may fire. Players take it in turn (starting with the First Player) to pick one Titan and fire its weapons.
- ii. Titans with *Advance* orders may attack, as above.
- iii. Titans with *Charge* orders may attack, as above.
- iv. Titans engaged in Close Combat may attack.

5. End Phase

The First Player marker changes hands, and a new turn begins.



THE ORDER PHASE

In the order phase of each turn, the players must place one Order counter face down beside each of their Titans. Orders cannot be changed once the order phase is over. If a Titan is left without an order, it may not move or fire in that turn, and any enemy Titans that attack it receive a +1 to hit modifier.

There are four types of Order counter:



First Fire: The Titan may not move, apart from turning up to 45°. During the combat phase, Titans with *First Fire* orders attack first, and receive a +1 to hit bonus.

Use First Fire orders when you are on the defensive or have no desire to move. If you are out-gunned with nowhere to run, getting off the first shot could be vital.



Advance: The Titan may move up to its *Advance* rate during the movement phase, making up to four 45° turns during the move. Two 45° turns may be combined to make one 90° turn, and so on. Titans with *Advance* orders attack after Titans with *First Fire* orders, but before Titans with *Charge* orders.

An *Advance* will probably be the most common order you will choose, as it allows you to both move and fire quite effectively. If you are not sure exactly what you want to do in the turn, pick an *Advance* order.



Charge: The Titan moves before Titans with *First Fire* or *Advance* orders, and may move up to its *Charge* rate, turning up to 45° *once* during the move. Titans with *Charge* orders attack last in the combat phase. They suffer a -1 to hit penalty when firing.

Charge orders allow you to move fast, but the accuracy of your shooting will be reduced. Use them when you need a long move more than you need effective gunnery.



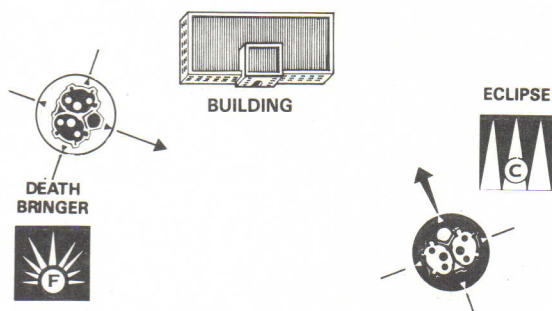
Damage Control: The Titan may not move or fire, but may add +1 to any *Repair Rolls* it makes that turn. Because the Titan is stationary, enemy Titans receive a +1 to hit modifier when shooting at it.

Damage Control orders help a Titan to repair downed Void Shields and damaged systems, but make it very vulnerable to enemy fire. Use them when your Titan is severely damaged, but safe from enemy fire.

OPTIONAL RULE

You may find that it helps the pace of the game if you limit the order phase to two minutes. This helps speed up the game (some players can take ages to make up their minds) and rewards the player who thinks quickly and clearly - a vital quality for any Princeps in charge of a Titan.

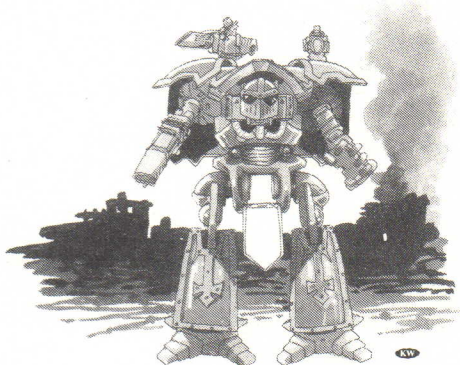
EXAMPLE - ORDERS



At the start of the third turn of the game, the situation is as shown in the diagram. The Death Bringer has managed to outflank the Eclipse. The Eclipse can only bring the weapons in its left arm to bear, while the Death Bringer can use all of its weapons. In the previous turn, the Death Bringer used this advantage to full effect, knocking down all of the Eclipse's Void Shields and damaging the weapons in its left arm. The Eclipse didn't even manage to score one hit...

Considering the situation, the player controlling the Eclipse decides to get under cover among the buildings as quickly as possible. He chooses *Charge* orders.

The Death Bringer, on the other hand, is quite happy with the situation, and chooses *First Fire* orders - giving it the chance to shoot the Eclipse as it runs for cover.



Mortensen scanned the Fire Masters Titan, looking for some indication of its next move. Blue sparks were cascading from the plasma cannon on its left shoulder; he narrowed the spectrum on his energy scanner until pipes and cables stood out in viridian relief. The repair systems were working, but he couldn't judge the energy drain finely enough to tell whether there was enough power left for weapons. It showed no inclination to move, though, and that encouraged Mortensen to take the risk. He powered the legs of his Titan into action.

The Fire Master remained perfectly still as Mortensen's Eclipse lumbered forwards at charge speed. It looked like he was right - the Traitor was diverting all power to repair systems. He was a sitting target.

"All Moderati," he snapped, "Motion firing, at will." Any second now.

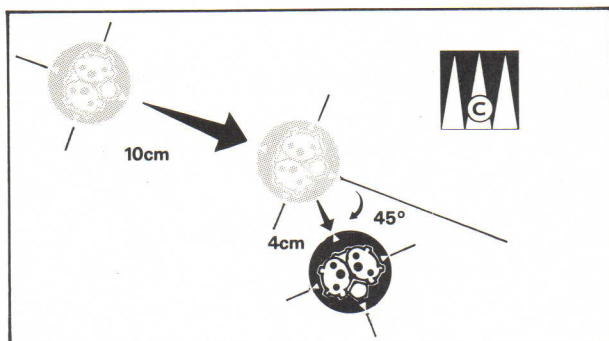
Suddenly, the Fire Master's right arm raised and swivelled. The Traitor-Titan had been playing dead, and now Mortensen was looking straight down the barrel of a defence laser.

THE MOVEMENT PHASE

The movement phase is split into three segments:

1. CHARGING

In the first segment, all Titans with *Charge* orders are moved. Each Titan has two speed ratings on its Data Card; the higher number is its charge distance in centimetres. Titans with *Charge* orders may make *one* turn of up to 45° at any point during the move.



A Titan with a **Charge** Speed of 14 makes one 45° turn.

2. ADVANCING

In the second segment, all Titans with *Advance* orders are moved. The lower of the two numbers given on the data is the Titan's advance distance in centimetres. A Titan with *Advance* orders may make up to *four* 45° turns during its move. The turns may be made at any time during the move, and more than one can be taken at the same time.

3. FIRST FIRE

In the third segment, all Titans with *First Fire* orders may turn up to 45° but may not move.

SEQUENCE OF MOVEMENT

Within each segment, Titans from either side move alternately. The *First Player* chooses one of his Titans to move, then his opponent chooses one of *his* Titans to move, and so on. Once all the Titans that can move in a segment have done so, move onto the next segment.

MINIMUM MOVE

A Titan can be moved any distance up to the maximum for the orders it received that turn. For example, a Titan with *Charge* orders and a Speed of 10/20 could move any distance from 0 to 20cms in the Charge Segment of the Movement Phase. Players are never forced to move a Titan unless they want to.

DAMAGE CONTROL

Titans with *Damage Control* orders may neither move nor turn; they cannot do anything during the movement phase.

CHANGING MOVES

Once a player has moved a Titan and removed his hand from the model, the move may *not* be changed. The *Princeps* is committed to the move, and must go through with it!

MOVE DIRECTION

Titans must always move straight ahead, and can only change direction by making a turn. Titans with *Advance* orders can move in reverse (ie directly backwards), but may make only *one* turn of up to 45° during the move.

OBSTACLES

Titans may never move *through* a building or another Titan. This rule applies to the *model* of the Titan, not just its base.

ENTERING CLOSE COMBAT

A Titan can enter *close combat* with another Titan by moving in such a way that their bases end up touching. Close Combat is a deadly affair in *Adeptus Titanicus*, so make sure you really want to do it before you take the risk.

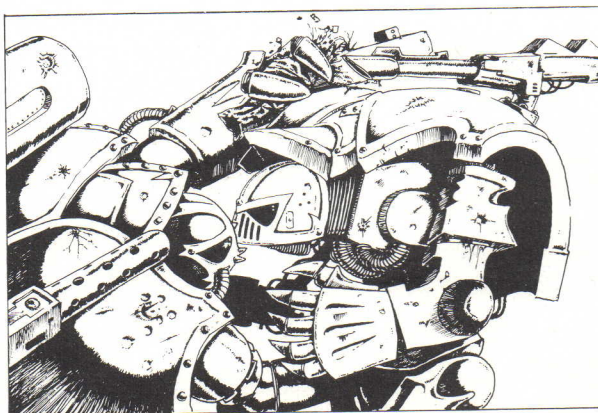
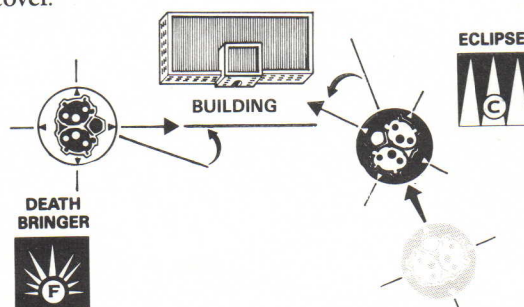
A Titan may not move in the same turn as it has been engaged in close combat, but it may turn in place.

LEAVING CLOSE COMBAT

A Titan which has been engaged in close combat in a previous turn may attempt to move away, though it may be subject to a 'free attack'. This is explained under *Close Combat* - refer to these rules when you encounter your first close combat situation.

EXAMPLE - MOVEMENT

Carrying on from the previous example, the Eclipse hurries for cover, moving its full charge distance of 16cms straight ahead. At the end of its move, the Eclipse turns 45° to the left, so that it can bring as many of its weapons as possible to bear on the Death Bringer. The Death Bringer can't move, but is allowed to turn in place. It turns its full 45°, tracking the Eclipse as it heads for cover.



THE REPAIR PHASE

If you are playing your first game, ignore this rules section until a Titan has been hit in combat.

During the game, Titans will take various forms of damage in the combat phase. The most common (and least damaging) is the loss of Void Shields, which can be knocked down by enemy fire. Far more dangerous is damage caused to the Titan's movement, fire and control systems once all its Void Shields have been knocked down.

Fortunately, Void Shields can be raised again once the energy they have absorbed has been drained off, and all Titans have built-in auto-repair units for repairing damaged systems. Sometimes, however, repeated or severe damage will be impossible to repair - systems can be destroyed, or the Titan itself may be completely disabled. This event is called *Catastrophic Damage*.

CONDUCTING REPAIRS

In the repair phase both players roll to repair all damaged systems and downed Void Shields. When a system is *not* successfully repaired, there is a chance that it will suffer further damage - so players must make a *malfunction roll* for systems that have not been successfully repaired.

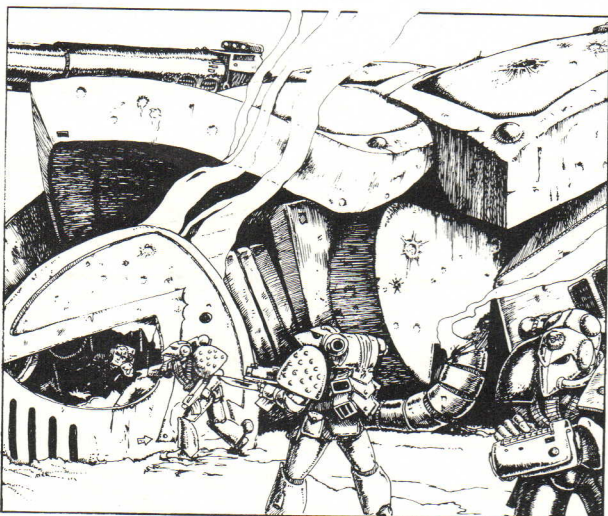
These rolls are made in the following order:

1. Repair Void Shields
2. Repair Damaged Systems
3. Malfunction Rolls

VOID SHIELDS

Roll a D6 for *each* downed Void Shield. Add +1 to the dice roll if the Titan has *Damage Control* orders.

On a roll of 5 or more, the Void Shield becomes operational again. Move the Void Shield Wheel in its base to indicate that it is now working. Remember that a Titan may never have more Void Shields than the number printed on its Data Card - in other words, you can't repair Void Shields that don't exist!



DAMAGED SYSTEMS

A *system* is defined as *one* of the following: Void Shield Generator (VSG), Mind Impulse Units (MIUs) and the Titan's Reactor. All weapons and anything that is named on the *Body Damage Table* is a system, and a separate repair roll *must* be made for each damaged system during the repair phase.

Many combat results (see *The Combat Phase*) cause a system to be damaged, which is represented by placing a *damage counter* on the base of the Titan model.

Roll a D6 for each damage of system, adding +1 if the Titan has *Damage Control* orders.

On a roll of 5 or more the system has been repaired, and the damage counter should be removed.

MALFUNCTION ROLLS

Whenever a system is *not* successfully repaired in a repair phase, there is a chance that it will malfunction. Roll a D6 for each damaged system that was *not* repaired in step 2.

On a roll of 6, the system malfunctions and suffers *Catastrophic Damage*, the devastating effects of which are outlined on the *Damage Effects Table* in the *Damage* section.

Void Shields never malfunction, so you don't have to make malfunction rolls for them.



TURNING OFF THE IGNITION

At the end of the repair phase, after all malfunction rolls have been made, a player may "switch off" any of his Titans. A Titan which has been "switched off" may take no further part in the game, but does not have to make any more Cumulative Damage rolls, which can be important if it has a damaged reactor.

EXAMPLE - REPAIR

The Death Bringer is undamaged, so it doesn't have to make any repair rolls.

The Eclipse, on the other hand, is in a bad way. All four of its Void Shields are down, and the weapons in its left arm have been damaged.

The Eclipse player rolls first to raise the Void Shields. He rolls four dice, which roll 2, 3, 3 and 5. The Eclipse does not have *Damage Control* orders, so these rolls are not modified. There is one roll of 5 or more, so one of the Eclipse's Void Shields comes back into operation. The player turns the Eclipse's Void Shield Wheel to show the number 1.

Next, the player rolls for the damaged weapons in the Eclipse's left arm. This time he rolls a 6 - the weapons are repaired! Breathing a sigh of relief, the player removes the damage counter from the Eclipse's base.

All damaged systems have been successfully repaired, so the Eclipse player does not need to make a malfunction roll.

THE COMBAT PHASE

The rules for combat may appear quite complicated at first glance, but don't be put off. The underlying principles are very simple, and the main bulk of these rules is taken up with explanation and diagrams.

SUMMARY OF COMBAT

In the combat phase, Titans may fire their weapons if they have a target, and engage in close combat if they are in base-to-base contact with an enemy.

Each Titan on the table is dealt with in turn. The order in which Titans fire is determined by two things: who is First Player for that turn, and what orders the Titan has for the turn. Remember that Titans with *Damage Control* orders may *not* fire.

If a Titan is engaged in close combat - that is, if it is in base-to-base combat with an enemy Titan - it always fights in the close combat segment, which takes place *after* all other firing. This is regardless of the orders it has for the turn.

A dice roll is made for each weapon that fires. This may be modified by the Titan's orders for the turn. In the case of multi-barrelled weapons, a dice is rolled for each barrel. Each weapon has a score to hit - modified according to the range - and each dice that rolls this number or more indicates a successful hit.

Each successful hit knocks down *one* of the target's Void Shields. If the target has no remaining Void Shields, it will take damage.

SEQUENCE OF COMBAT

The combat phase is split into four segments:

1. FIRST FIRE

All Titans with *First Fire* orders may fire any or all of their weapons.

2. ADVANCE

All Titans with *Advance* orders may fire any or all of their weapons.

3. CHARGE

All Titans with *Charge* orders may fire any or all of their weapons.

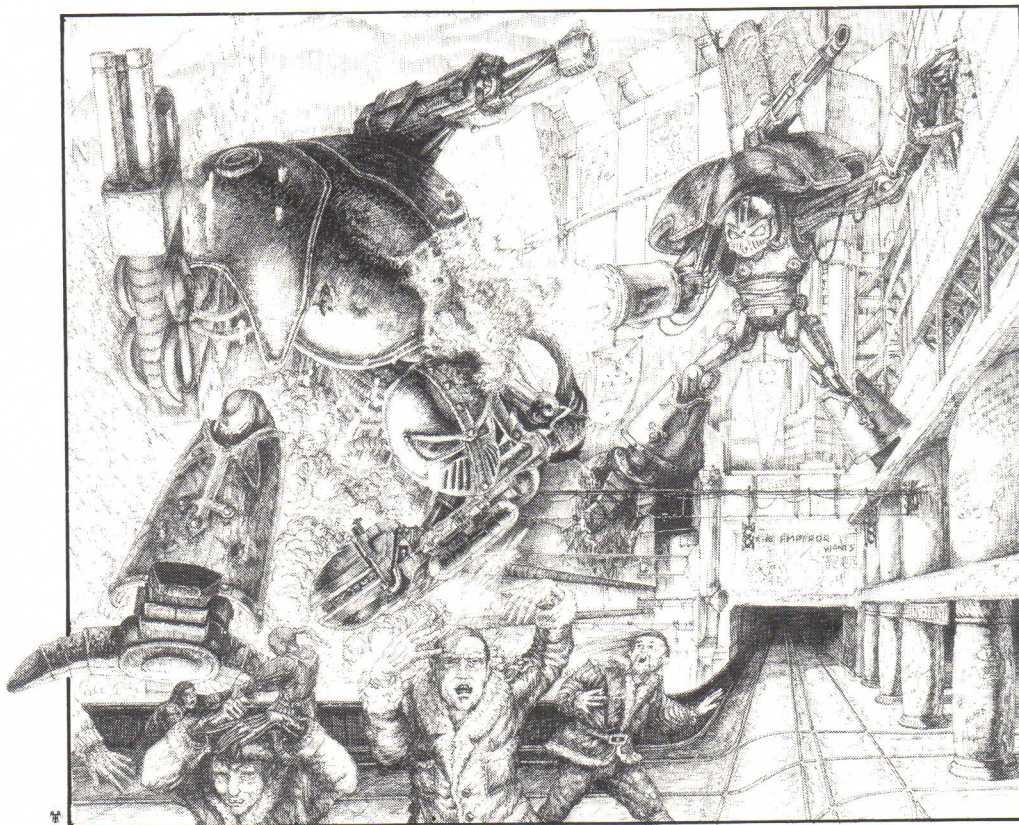
4. CLOSE COMBAT

All Titans engaged in close combat resolve their attacks.



FIRING ORDER

Within each segment, Titans from either side fire alternately. The First Player chooses one of his Titans to fire, then his opponent chooses one of *his* Titans to fire, and so on. Remember that a Titan may *only* fire in the appropriate segment - it can't 'save' weapons to fire later in the combat phase! Once all Titans that can fire in a segment have done so, move onto the next segment.



It felt good to stalk sixty feet tall between the towering buildings of Morian. Gratto was still a hive worlder deep down.

"Heavy one coming your way, Gratto. You may have trouble."

"Acknowledged, leader." Gratto smiled. He wouldn't have trouble - this was home ground.

"Princes to crew," he said. "Let's see how he likes some old-fashioned gangfighting. Torren, grab that building and pull us up to the ledge."

"But, Princes..."

"Sure, it's not in the book. But from there, we can get him blindside."

TARGETING

The first thing a player must do when one of his Titans fires is to choose targets. Each of the Titan's weapons may fire at a different target if desired, but multi-barrelled weapons *must* all fire at the same target. Weapons for which no target is selected do not fire - their shots cannot be saved for later!

Obviously, if a Titan can't bring any weapons to bear on a target, it can't fire at it! Targeting is affected by three things: *weapon arcs*, *line of sight* and *range*.

WEAPON ARCS

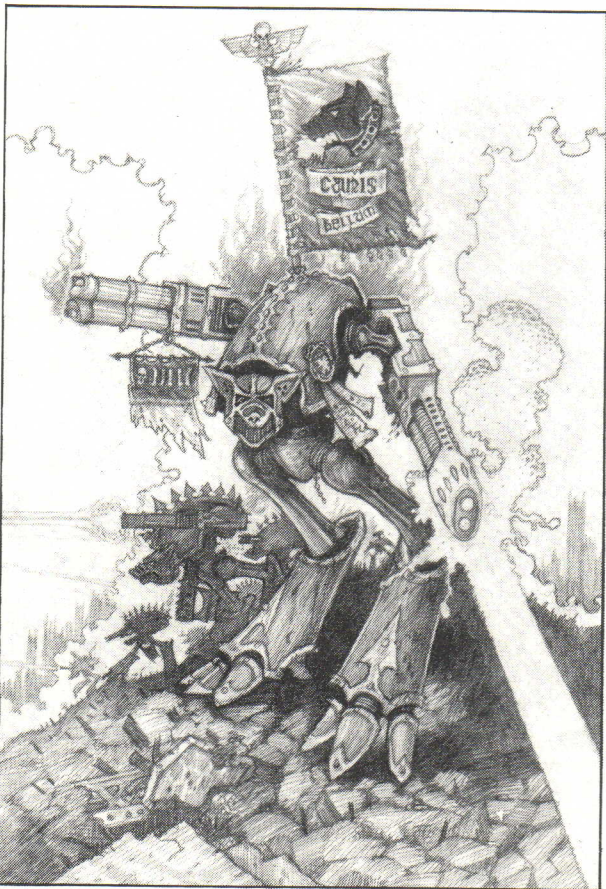
A weapon must be physically able to point at a target in order to fire on it. The Weapon Arc template is used to determine whether a target is within a weapon's arc of fire.

LINE OF SIGHT

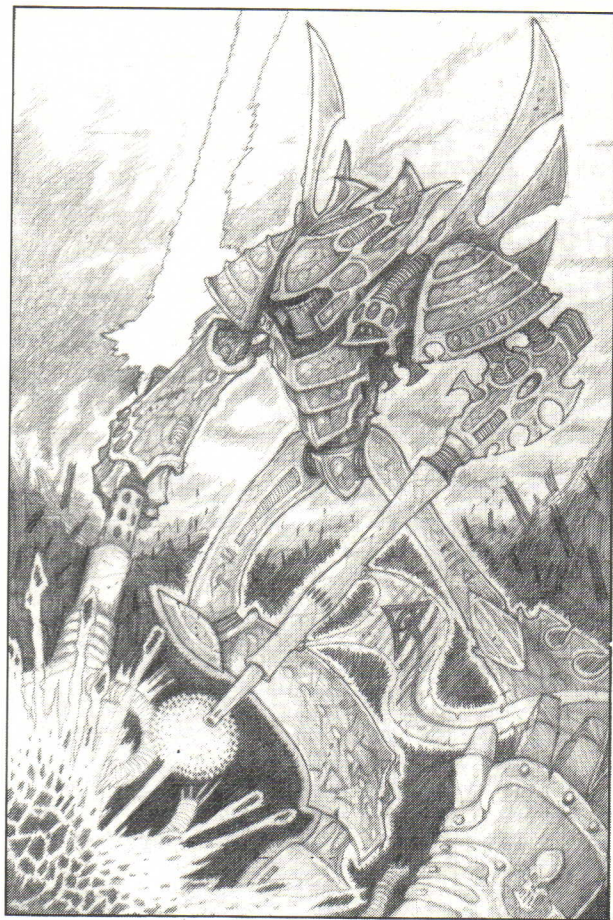
If there is an obstacle between the Titan and its target, it may not be able to fire. In order to fire on a target, a Titan must be able to draw a line of sight (LOS) to it. To find out if a Titan has a LOS, draw a straight line from the *head* of the attacking Titan to *any part* of the target's model (except its base). If the line crosses any terrain, the LOS may be blocked.

Terrain will block the LOS if:

1. It is taller than *both* Titans;
2. It is taller than one of the Titans, and the smaller Titan's base is touching the terrain.



A fast, light Imperial Scout Titan



An Eldar Titan

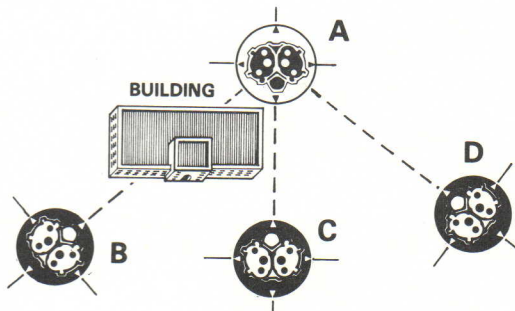
The LOS may be blocked for some weapons but not for others. For example, if a Titan is firing round the corner of a building, it will not be able to use some of its weapons.

Titan A:

does not have a LOS to Titan B as it is blocked by the building.

does have a LOS to Titan D.

does have a LOS to Titan C, but may not use the weapons mounted in its Right Arm as they are *blocked* by the building.



RANGE

Measure the range to the target using the range ruler, and then refer to the *Weapons Table* to find out if the target is at *short* or *long* range for the weapon being used. This will affect the number required for a successful hit.

FIRING

Once a Titan has chosen its targets, it can fire. Dice are rolled for each weapon in turn, and one hit is scored for each dice that rolls the to hit number or more. The to hit number can be found by cross-referencing the weapon and the range (short or long) on the *Weapons Table*.

TO HIT MODIFIERS

The following factors will modify the to hit roll:

Firer's Orders:	First Fire	+1
	Charge	-1
Target's Orders:	Damage Control	+1
Target is in cover:		-1

All modifiers are cumulative; so if a target with *Damage Control* orders (+1 to hit) is in cover (-1 to hit), the net result is zero and the roll is unmodified. Similarly, a Titan with *First Fire* orders firing on an exposed target with *Damage Control* orders has two +1 modifiers, and adds +2 to all its to hit rolls.

THE RULE OF ONE AND SIX

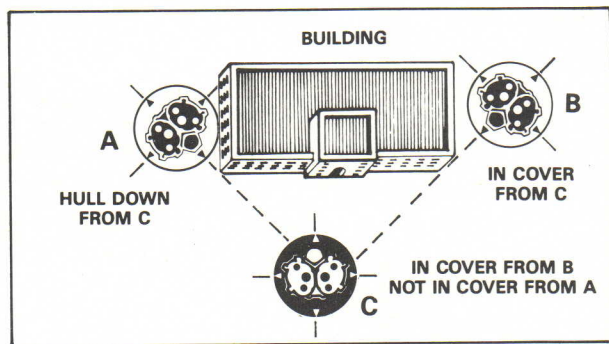
A dice roll of 1 is *always* a miss, regardless of modifiers.

A dice roll of 6 is *always* a hit, regardless of modifiers.

COVER

If the target is partially hidden by terrain from the attacker, then it is in *cover*. As stated above, Titans shooting at a target which is in cover suffer a to hit penalty of -1. There is, however, one exception to this rule:

A Titan which is touching a piece of terrain is said to be *hull down*. When a Titan is hull down, it receives the benefit of cover from the terrain, but its targets do not.



When two hull down Titans face each other across a piece of terrain, both receive the benefit of cover against the other's fire.

MULTI-BARRELLED WEAPONS

Some weapons have more than one barrel. These are indicated on the Titan Data Cards by a number (the number of barrels) in brackets after the weapon's name. So, for example, the *Multi-launcher* (2) on the Eclipse's Data Card is a two-barrelled multi-launcher.

When a multi-barrelled weapon is fired, a dice is rolled for each barrel. The Eclipse player would roll two dice for the twin-barrelled multi-launcher, for instance. If it had been a *multi-launcher* (4) he would roll four dice every time it fired, and so on.

Although a multi-barrelled weapon rolls more than one to hit dice, it is only a single weapon. This means that it can only fire at one target per turn. You can't fire one barrel at one target and the other at another target - you have to pick one target and give it the whole lot!

We are all but a weapon in the right hand
of the Emperor.

- Exhortationes Principis Titannorum,
Divisio Militaris

BURST CIRCLES

Some weapons have a *burst circle*. This means that the shot affects a wider area than just the point of impact. Weapons with a burst circle are marked (B) on the *Weapons Table*.

When a Titan fires a weapon with a burst circle, the controlling player can place the *Burst Circle template* wherever he likes on the table - subject to the normal targeting rules, of course - and all Titans whose bases are within the burst circle can be attacked. Make separate to hit rolls for each target within the burst circle.

FOLLOWING FIRE

Some weapons have *following fire*. This means that the weapon fires a hail of shots, rather than just one. Weapons with following fire are marked (F) on the *Weapons Table*.

If a following-fire weapon scores a hit, the attacking player can roll to hit again - and again, and again, until a to hit roll is failed. This represents the enemy being caught in a swathe of fire.

PLASMA WEAPONS

Plasma Guns and Plasma Cannon each have two entries on the *Weapons Table*, one for *sustained* fire and one for *maximal* fire. Before the weapon is fired, the controlling player must declare which fire mode is being used. If a Titan is armed with more than one plasma weapon, they must all fire on the same setting.



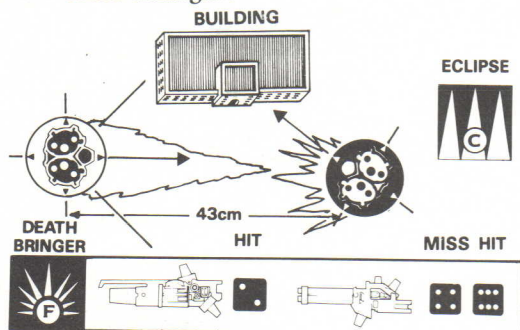
EXAMPLE - COMBAT 'TO HIT'

The Death Bringer has *First Fire* orders, while the Eclipse has *Charge* orders. Therefore, the Death Bringer fires in the first segment of the combat phase, while the Eclipse must wait until the third segment.

The Eclipse is within the weapon arcs of all three of the Death Bringer's weapons, and there is a clear line of sight. The range is measured at 43 cms - well within the 72cm range for both Macro-Cannon and Auto-Cannon. The player controlling the Death Bringer does not bother placing the Burst Circle on the table, as there is only one target that can be hit.

The basic to hit roll is 3+ for the Macro-Cannon and 6+ for the Auto-Cannon. The Death Bringer's *First Fire* orders give it +1 to hit, so it needs 2 or more to hit with the Macro-Cannon and 5 or more for the Auto-Cannon, following the Rule of One and Six.

The Death Bringer's player rolls three dice - one for each weapon, the first being for the Macro-Cannon - scoring 2, 4, and 6. Two hits. The first hit knocks down the Eclipse's single remaining Void Shield, and the second hit will cause damage...

**DAMAGE**

If a Titan has any Void Shields left in operation, each successful hit against it will knock down one Void Shield. Every time a Void Shield is knocked down, move the Void Shield Wheel in the model's base down one point.

If a Titan has no Void Shields left in operation, then hits scored on it will cause real damage.

**DAMAGE RESULTS**

Work out the damage caused by each hit as soon as the attacking Titan has fired all its weapons for the turn. The attacking player may decide in what order the successful hits took place.

For example, if your Titan hits its target with three Multi-Launchers and a Defence Laser, you could decide that the Multi-Launchers hit first followed by the Defence Laser. In general, save the weapons with the lowest *critical hit rolls* until last. By that time, the target's Void Shields might all be knocked down, leaving him vulnerable to your most powerful weapons...

Remember that combat (apart from *Close Combat*) is *not* simultaneous. Damage takes effect as soon as it has been inflicted. In our example, the Death Bringer has *First Fire* orders while the Eclipse had *Charge* orders. This means that the Death Bringer fires first. If the Death Bringer were to disable one of the Eclipse's weapon systems, then the Eclipse would be unable to use that weapon to fire back at the Death Bringer.

REAL DAMAGE

Each successful hit scored while all a Titan's Void Shields are down gets through to the Titan itself, causing real damage. For each hit which causes real damage, follow this procedure:

1. ROLL FOR LEVEL OF DAMAGE

Consult the *Weapon* table and find the *Critical Damage Roll* for the weapon which scored the hit. Roll a D6; if the score is equal to the weapon's Critical Damage Roll or more, the hit has caused *critical damage*. If not, the hit has caused *superficial damage*. A roll of 1 *always* causes superficial damage, and a roll of 6 *always* causes critical damage.

2. ROLL FOR HIT LOCATION

To find out where the hit landed, roll a D6 and refer to the *Hit Location Table*. If a target is hull-down in cover, any hits against locations that are *completely* behind the cover are treated as misses - it is assumed that the cover stopped them.

3. DETERMINE RESULT

Refer to the *Damage Table*, and cross-reference the location with the level of damage to find out what damage has been inflicted on the Titan.

4. DETERMINE DAMAGE EFFECTS

Finally, refer to the *Damage Effect Table* to find out what effect the damage has on play.



DAMAGE COUNTERS

The damage counters provided with the game are used to record damage to a Titan's systems, weapons, and so on. Simply place a damage counter on the base of the Titan to show how it has been damaged.

CUMULATIVE DAMAGE

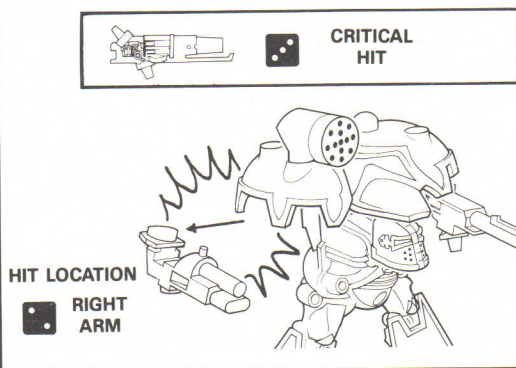
A Titan can never have two damage counters of *exactly* the same type (ie two *Damaged Reactor* counters). Instead, if a damaged location is hit again, roll a D6.

On a roll of 4-6, the location suffers *Catastrophic Damage*. This is very bad news.

On a roll of 1-3, the extra damage has no effect - apart from giving your opponent a few anxious moments.

EXAMPLE - DAMAGE

The player controlling the Death Bringer rolls a D6 to see if the hit has caused superficial or critical damage. A Macro-cannon scores critical damage if a 3 or more is rolled, and the Death Bringer player duly scores a 3! Next, the hit location must be rolled. This time the D6 comes up with a 2, which results in the weapon on the right arm (a Las-Cutter) being destroyed. The plastic Las-cutter is removed from the model to show that it has been destroyed.



EXAMPLE - COMBAT CONTINUED

At last, the Eclipse can return fire. Its right-arm Las-Cutter has been blown off, leaving it with its carapace-mounted Multi-launcher, and the Defence Laser in its left arm.

The Multi-launcher is at *long range*, which means it needs 6 to hit. The dice roll has a -1 penalty for the Eclipse's *charge* orders, but a roll of 6 is always a hit. The player decides to roll for the Multi-launcher first. A roll of 3 means that it misses. Finally, the player rolls for the Eclipse's Defence Laser. The base to hit roll is 3, but the -1 penalty takes this to 4. The dice is rolled - and scores 5! This is a hit, and knocks down one of the Death Bringer's Void Shields.

A hail of missiles erupted from the multi-launchers on the Eclipse's right arm and shoulder. Some flew wide, and sowed their destruction among the antlike Marines behind the Traitor Titan, but there were two flares as Void Shields began to overload.

The auto-cannon rattled like an irritable dragonfly, and was answered by another flare. Its shells might not do more than scratch the adamantium hide of a Battle Titan, but they could knock down Void Shields just as well as a defence laser.

Ross, the Modoratus for the Eclipse's left arm, had waited until last. Let the others knock down the shields, and save his mighty defence laser for the killing blow. The question was, had they downed all the Traitor's shields?

A rod of light sprang into momentary being as the laser fired, and a nimbus of adamantium vapour boiled away from the Traitor's carapace. The damaged plasma cannon was reduced to slag.



COMBAT TABLES

The tables shown here and opposite provide all the information you need for resolving ranged combat. The *Weapons Table* shows the range bands and corresponding hit rolls for all weapons in the game, while the *Hit Location* and *Damage* tables are used to determine the results of hits which are not stopped by Void Shields. For ease of use during play, however, these tables have been combined into a flow chart on a single reference sheet at the back of this book.

THE WEAPONS TABLE

The *Weapons Table* contains the following information about each weapon:

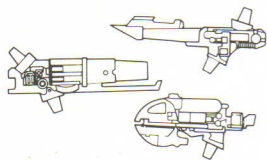
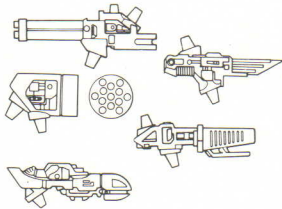
Range: The *short* and *long* range bands for the weapon.

To Hit Roll: This is the base number the player needs to equal or beat on a D6 score a hit. If the hit number is followed by (F) the weapon has *Following Fire*, and if it is followed by (B) the weapon has a *Burst Circle*.

Critical Hit Roll: This is the number that the player must equal or beat on a D6 to score a *critical hit*.

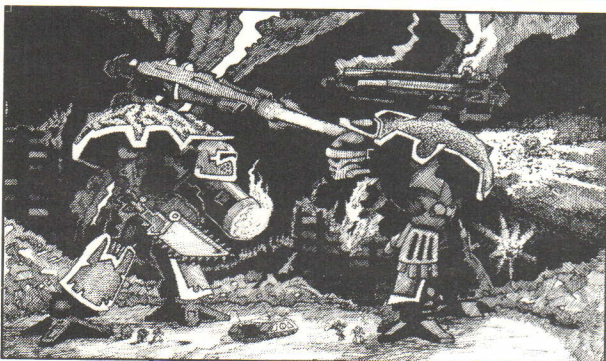
WEAPONS TABLE

Weapon	Range		To Hit Roll		Critical Hit Roll
	Short	Long	Short	Long	
Heavy Weapons					
Auto-Cannon	36cm	72cm	5+	6+	6+
Las-Cannon	30cm	60cm	4+	6+	4+
Multi-Launcher	36cm	72cm	4+(B)	6+(B)	5+
Multi-Melta	12cm	-	5+	-	3+
Plasma Gun					
- Sustained	20cm	-	6+(F)	-	6+
- Maximal	36cm	72cm	4+	6+	5+
Very Heavy Weapons					
Defence Laser	72cm	-	3+(B)	-	2+
Macro-Cannon	72cm	-	3+(B)	-	3+
Plasma Cannon					
- Sustained	20cm	-	4+(F)	-	6+
- Maximal	36cm	72cm	3+(B)	6+(B)	3+



HIT LOCATION TABLE

Dice Roll	Location
1	Left arm
2	Right arm
3	Carapace (Roll again: 1-3 left, 4-6 right)
4-5	Body
6	Legs



DAMAGE TABLE

Location Hit	Superficial Damage	Critical Damage
Weapons	Damaged	Destroyed
Body	Note 1	Roll on the <i>Body Damage Table</i>
Legs	Note 2	Damaged

Note 1: Roll on the *Body Damage Table*. If the location hit is already damaged, make a Cumulative Damage roll. If it is not, the hit has no effect.

Note 2: If the Legs are already damaged, make a Cumulative Damage roll. If not, the hit has no effect.

BODY DAMAGE TABLE

Dice Roll	Location Hit
1-3	Void Shield Generators Destroyed
4-5	Mind Impulse Units Damaged
6	Reactor Damaged

DAMAGE EFFECTS

MIND IMPULSE UNITS



Damaged

The Titan is given orders as normal, but may go out of control. Until the Mind Impulse Units are repaired, roll a dice at the start of each movement phase and each combat phase to see what the Titan will do:

Dice	Movement Phase	Combat Phase
Roll		
1-3	Move normally	Fire normally
4-5	May not move	May not fire
6	Random move	Random fire

Random Move: The opposing player may move the Titan, within the restrictions of the orders the Titan has for the turn.

Random Fire: The Titan fires all of its weapons at the closest target available - friend or foe! - within the restrictions of the orders the Titan has for the turn and the rules for LOS. If there is a choice of targets, the opposing player can choose which weapons are used and what they are fired at. The Titan will not attack itself!

Repair Rolls

The player may attempt to repair damaged Mind Impulse Units in each Repair Phase.

Catastrophic Damage

The Mind Impulse system of the Titan goes haywire, overwhelming the crew with a host of random terrifying images. The luckiest members of the crew are killed instantly by psychic shock, the rest are reduced to gibbering lunatics. The Titan grinds to a halt and is considered to be destroyed.

VOID SHIELD GENERATORS

Damaged

Void Shield Generators cannot be damaged, only destroyed.

Destroyed

The Titan's Void Shields Generators have been destroyed. All Void Shields are knocked down, and may *not* be repaired. The Titan is without Void Shields for the rest of the game. Count any further *Void Shield Generators Destroyed* results as *Reactor* hits instead.

Repair Rolls

You may not make repair rolls for destroyed Void Shield Generators.

Catastrophic Damage

Destroyed Void Shields cannot suffer Catastrophic Damage.



REACTOR



Damaged

Power output from the reactor is reduced to a mere trickle. All available power is being channelled into the auto-repair systems. The Titan may not be given any orders until the reactor is repaired, and therefore cannot move or fire. Even *Damage Control* orders are not allowed until the reactor is repaired, since there is not enough power for the additional damage control systems.

Repair Rolls

You may attempt to repair a damaged reactor during each repair phase. Always roll to repair the reactor *before* you attempt to repair anything else - if you fail to repair the reactor, you may not make any other repair rolls. Since you must roll to repair Void Shields before any other system, this means that the Void Shields may not be repaired until the turn *after* the reactor has been repaired.

Catastrophic Damage

The reactor vessel is fractured, and a violent meltdown occurs. The Titan is vaporized, and all units within 8cm must roll for damage as if hit by a Plasma Cannon firing on *maximal*.

LEGS



Damaged

The Titan may no longer be given *Charge* orders. If it is given *Advance* orders, it may only make one 45° turn during the course of the move. It may still make a 45° turn if it is given *First Fire* orders.

Repair Rolls

Damaged legs may *not* be repaired.

Catastrophic Damage

One leg gives way and the Titan crashes to the ground. Unable to move, and with most of the crew either dead, seriously injured or unconscious, the Titan is considered to be destroyed.

WEAPON LOCATION



Damaged

The weapon location (left arm, right arm or carapace) is damaged, and *all* weapons mounted on that location are unusable until it is repaired.

Destroyed

All the weapons in the location hit are destroyed. Remove them from the model. Any further hits to this location are applied to the *Body* instead.

Repair Rolls

You may attempt to repair a damaged weapon location during each repair phase. Only one repair roll is necessary for the entire location and all weapons mounted on it. Destroyed weapon locations may *not* be repaired, and cannot suffer Catastrophic Damage.

Catastrophic Damage

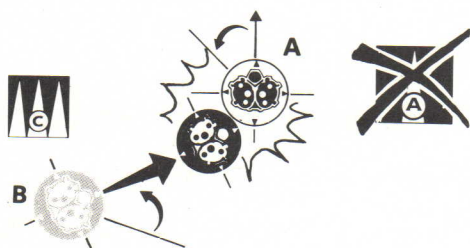
All weapons in the location are destroyed; see the *Destroyed* result above.

CLOSE COMBAT

Close combat is swift and brutal. It takes place at very short range - the Titans actually get *inside* each others' Void Shields, so *every* successful hit gets through to the Titan's adamantium skin. There is a whole range of weapons developed specifically for close combat, and designed to cause maximum damage at close range.

ENTERING CLOSE COMBAT

A Titan is considered to be in close combat when it ends the movement phase in base-to-base contact with an enemy Titan. A Titan *must* stop as soon as it is in base-to-base contact with an enemy Titan; if it has not yet moved, it loses its move for that turn.

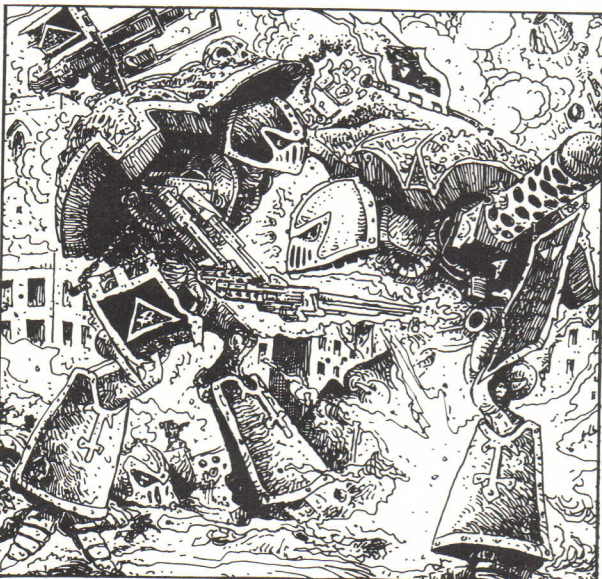


Titan B moves as shown, and must stop as soon as it comes into contact with Titan A. Titan A loses its move and may only turn in place, *unless* it has moved already.

SEQUENCE OF CLOSE COMBAT

Close combat takes place in the *Close Combat* segment of the combat phase, after all firing has been dealt with.

All close combat attacks are assumed to happen simultaneously. Work out the damage for each of the Titans involved, and then apply damage effects to both of them at the end of the segment.



CLOSE COMBAT ATTACKS

A Titan which ends the movement phase in base-to-base contact with an enemy Titan may use the attacks listed on the *Close Combat Weapons Table*. In the first turn of close combat, it may also use its normal armament of ranged weapons. In the second and subsequent turns of close combat, only close combat weapons or *improvised attacks* may be used.

IMPROVISED ATTACKS

An improvised attack may be used by any Titan involved in close combat. It represents the Titan punching, kicking, and even head-butting its opponent. An improvised close combat attack may only be made against an opponent that falls in the arc of fire for Carapace-mounted weapons. Only one improvised attack may be made per turn.

TARGET PRIORITY

A Titan in close combat *must* concentrate all available attacks on its close combat opponent - it can't fire at other targets while engaged in close combat. If a Titan is in base-to-base contact with more than one enemy Titan, then it may spread its attacks between its close combat opponents as the player wishes.

WEAPON ARCS

The normal weapon arc rules apply in close combat - you can't use a weapon which can't be brought to bear on the target.

VOID SHIELDS

When Titans are engaged in close combat, they move inside each other's Void Shields. The Void Shields no longer provide protection against close combat attacks, and all successful hits will cause real damage. Void Shields will continue to protect the Titans normally against incoming fire.

RANGED WEAPONS

Ranged weapons - the normal armament of a Titan - may only be fired in the first turn of close combat; this simulates the Titans firing as they close.

The players on either side may choose when to fire. Weapons may be fired in the normal phase, according to the orders the Titan has for the turn, or they may be fired in the close combat phase, after all other firing has been finished.

If weapons are fired in the normal phase, the target gains normal protection from its Void Shields - the Titans are not close enough together to discount them.

If weapons are fired in the close combat phase, the target gains *no* protection from its Void Shields - the firer has moved within them, 'up close and personal'.

BURST CIRCLES

Any weapons with a *burst circle* (ie those marked (B) on the *Weapons Chart*) will affect the attacker as well as the target if they are used in close combat, but with a -1 to hit modifier.

CLOSE COMBAT WEAPONS

Close combat weapons must roll to hit as normal.

Each successful hit with a close combat weapon causes one or more *critical hits*. Roll the location for each critical hit separately, and work out damage as normal.

Close Combat Weapon	To Hit Roll	Damage
Power Fist	4+	1-3 Critical Hits ¹
Chain Fist	3+	1-2 Critical Hits ²
Las-cutter	2+	1 Critical Hit
Improvised	5+	1 Critical Hit

¹ Roll a D6: 1-2=1 Critical Hit, 3-4=2 Critical Hits, 5-6=3 Critical Hits.

² Roll a D6: 1-3=1 Critical Hit, 4-6=2 Critical Hits.

TO HIT MODIFIERS

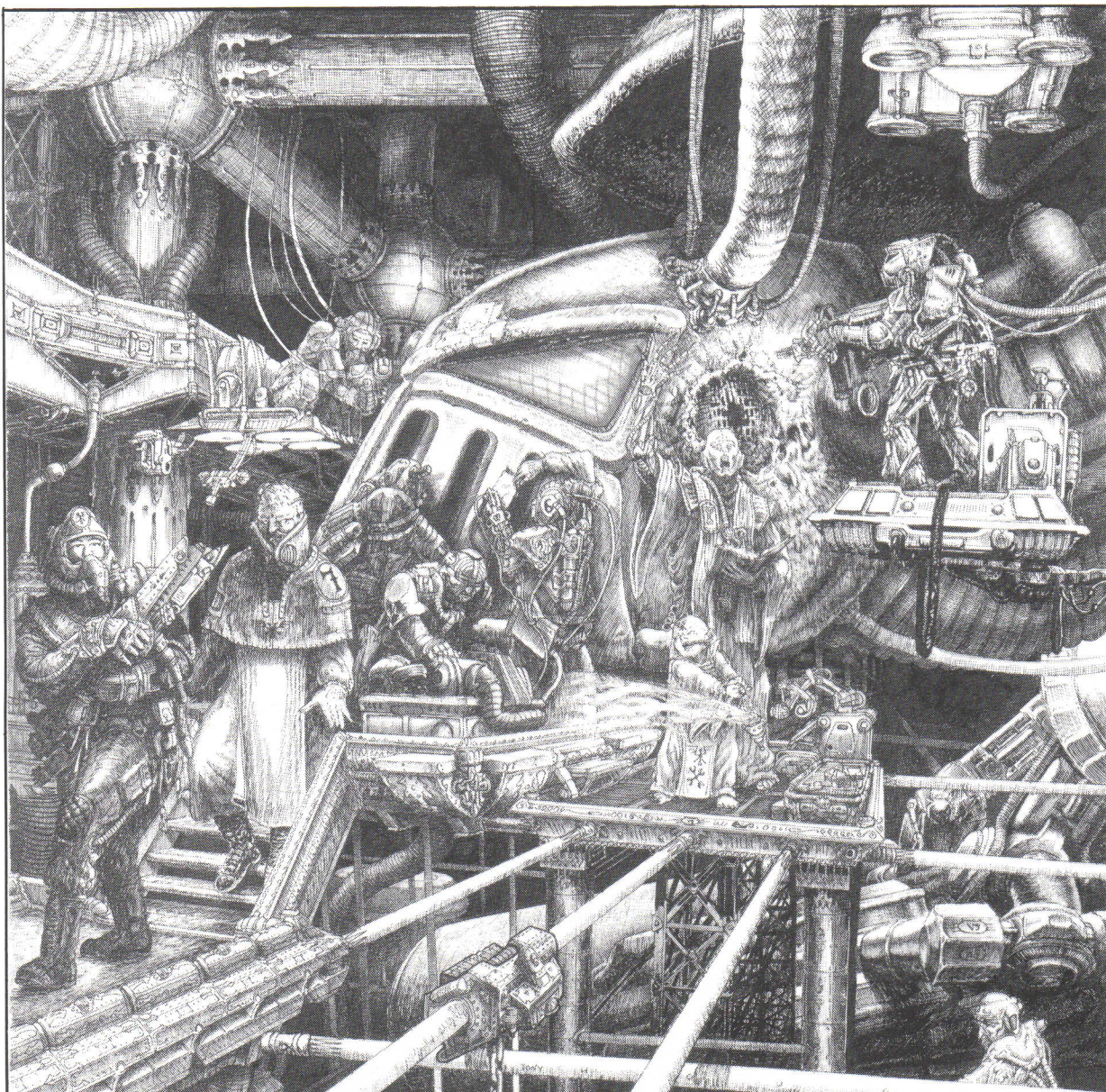
Only one modifier to hit applies to close combat weapons: +1 when attacking a Titan which has *Damage Control* orders.

LEAVING CLOSE COMBAT

As stated above, a Titan must stop when it comes into base-to-base contact with an enemy Titan. However, it may leave close combat in the next movement phase - after one turn of close combat has been fought out.

When a Titan leaves close combat, its opponent is allowed a 'free attack' with any close combat weapons it has. The free attack is resolved normally, but takes place in the movement phase, outside the normal turn sequence. A Titan which makes a free attack in the movement phase may still attack normally in the combat phase.

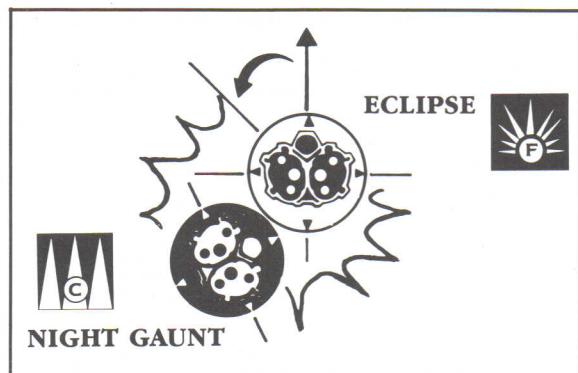
A Titan only gains a free attack when its close combat opponent moves away from base-to-base contact - Titans in close combat may turn up to 45° in place without allowing their opponent a free attack.



A Titan has returned from battle. As the crew disembarks, the Canticle of Reparation is recited and the Adeptus Mechanicus service crews start their work.

Example

A Night Gaunt Titan has just pounced on an unwary Eclipse Titan. Both Titans are undamaged. The Night Gaunt has *Charge* orders and so moves before the Eclipse which has *First Fire* orders. It uses its move to get round the flank of the Eclipse. The situation after the move is shown in the diagram below.



CLASS:	WARLORD	CLASS:	WARLORD
VARIANT:	Eclipse	VARIANT:	Night Gaunt
LEFT CARAPACE:	Las-Cannon (3)	LEFT CARAPACE:	None
RIGHT CARAPACE:	None	RIGHT CARAPACE:	None
LEFT ARM:	Multi-Launcher (2)	LEFT ARM:	Power Fist
RIGHT ARM:	Las-Cutter	RIGHT ARM:	Las-Cannon (2)
VSG:	3	VSG:	2
SPEED:	8/16	SPEED:	10/20
POINTS:	660	POINTS:	360
REMARKS:	None	REMARKS:	Highly Manoeuvrable

In its move, the Eclipse desperately turns in place. Even after its turn, it is only able to bring the Multi-Launchers in its left arm to bear. The player controlling the Eclipse decides to fire his Multi-Launchers in the Close Combat segment, when it will bypass the Night Gaunt's shields, even though this means the Eclipse may be affected by its own attack as the Multi-Launchers have a burst circle.

The Eclipse's attacks are worked out first. The player controlling the Eclipse rolls 2D6, needing a 4 or more to score a hit. The dice come up with a 2 and a 5, for 1 hit. As this is a Close Combat, the Night Gaunt's Void Shields are ignored, so the player controlling the Eclipse rolls for the level of damage and is rewarded with a 6 - critical damage. The location rolled is the left arm holding the Night Gaunt's Power Fist, which is duly removed. Note that although the Power Fist has been destroyed, the Night Gaunt will still be allowed to attack with it, as attacks in the Close Combat segment are assumed to happen simultaneously.

The Eclipse must now see if the Multi-Launchers effect it as well as the Night Gaunt. 2D6 are rolled, needing a 5 or more to hit due to the -1 modifier, and come up with a 1 and a 3 - two misses!

The Night Gaunt now gets to attack back. The twin Las-Cannon both miss, but the Power Fist hits with a roll of 6. A D6 is rolled to see how many critical hits the Power Fist inflicts, and comes up with another 6 - that's 3 critical hits! The first hit location roll is (yet another!!) 6, resulting in the Eclipse's legs being damaged. The second roll comes up with a 1, and results in the Eclipse's Carapace-mounted weapons being destroyed. The third roll comes up with a 5, the body, and so a roll must be made on the *Body Damage Table*. The roll is a 1, and results in the Eclipse's Void Shields being destroyed. Crippled, the Eclipse will be easy meat for an attacking Titan.

FIRING INTO CLOSE COMBAT

Titans may fire on enemy Titans which are engaged in close combat, but a number of special rules apply:

1. To hit modifiers arising from the target's orders are ignored.
2. Titans in close combat have effectively merged their Void Shields together. Therefore, hits will knock down one Void Shield on *each* of the Titans involved. If only one Titan has operating Shields, they will protect all the Titans involved in the Close Combat, and hits will only start causing real damage when *all* of the Titans involved have lost *all* of their Void Shields.
3. When a hit causes real damage, the firer must roll to see which Titan is hit. The firer rolls a D6 - on a roll of 1-4 the Titan nearest to the firer is hit, and on a roll of 5 or 6 the Titan furthest from the firer is hit. If both Titans are the same distance from the firer, they have an equal chance of being hit: 1-3 friend, 4-6 enemy. If there are more than two Titans involved, roll one dice for each one, rerolling in the event of a tie; the Titan with the highest roll takes the damage.
4. Weapons with a burst circle will always affect *all* the Titans involved in a close combat.

"The supporting fire of one's brethren is always a comfort. Provided it doesn't hit oneself."

- Grand Master Tbordun Ranxey, Death Bolts

THE END PHASE

The most important thing that happens in the end phase is that the First Player hands the First Player Marker to his opponent, who becomes the First Player for the next turn.

Both players remove the turn's *Order* counters from the table, ready for next turn's order phase.

In addition, the end phase may be used for any book-keeping and clearing up that needs doing.

ENDING THE GAME

The game ends when:

A. One player has no operational Titans left on the table.

A Titan is operational as long as it has *not* suffered Catastrophic Damage to its Mind Impulse Units, Legs or Reactor. When only one player has operational Titans left on the table, he has won, and the game is over. Players may move their Titans off the table, but a Titan which has left the table may not return to play later on.

B. One player concedes defeat.

A player may decide that he can't possibly win at any time during the game, and concede the game to his opponent.

C. One player achieves his Victory Conditions.

Some scenarios have Victory Conditions other than simply wiping the other side out. For example, you may need to get your Titans safely across the table through an enemy ambush, or prevent the enemy making it to a point which you are defending. If you are playing a scenario which has a particular objective, then the game ends when one player has achieved his objective. The notes on the scenario will tell you how to handle this.

STANDARD GAME SCENARIOS

WHAT IS A SCENARIO?

In games like chess, the playing pieces are always set up in the same way, and what a player must do to win is the same every time. This isn't the case with **Adeptus Titanicus**, just as it isn't the case in combat in the real world. Instead, the forces a player will have at his command and the objective he must complete to win the game are decided by the scenario the players have chosen to play.

For your first game you will be playing **Scenario 1 - The Duel**. Both players should roll a dice, and the player with the highest score may decide to be the Rebel or Imperial Player. After you've played *The Duel* a couple of times to get used to the rules, feel free to choose any of the other scenarios.

This section contains 5 scenarios for use with **Adeptus Titanicus**. A scenario is basically a parcel of information, telling you everything you need to know in order to play a game. Each of the standard game scenarios gives you the following information:

Imperial Player: The Titans under the command of the Imperial Player.

Rebel Player: The Titans under the command of the Rebel Player.

Special Rules: Sometimes a scenario will have special rules that apply throughout the game.

Victory Conditions: Each scenario has its own Victory Conditions, telling the players what they must do to win the game.

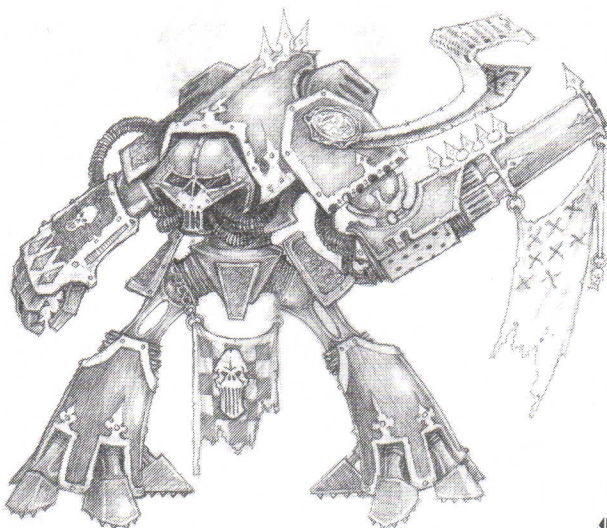
Free Choice Method: This is an option for experienced gamers. Instead of using the Titans listed in the scenario, the players can choose to design their own force. They can do this by buying Titans of the Battle Ratings given on their Data Cards, or by designing their own Titans using the advanced rules. If you decide to use this option, first read the rules for going *Over The Top*.

The Traitor Titan lurched forward abruptly, reaching out with its power fist.

Mortensen wrenched his Eclipse around, and channelled all power to the legs. He couldn't let the Traitor Titan catch him.

The Fire Master was going flat out now, trying to force him into close combat where his Titan would be defenceless against the huge power fist on the Death Bringer's left arm. The Eclipse just had the edge when it came to speed, but it wasn't much of an edge. One mistake and the Traitor would be able to pull bits off him like a spider.

"Evading," he snapped into the comm, "Opportunity fire." The auto-cannon sputtered as he twisted the Eclipse in a weaving path. Mortensen's mind was racing - he stood no chance up close, and only had a slight advantage at a distance. He needed an edge.



THE STANDARD SCENARIOS

1. THE DUEL

A straight fight between two well-matched opponents.

Imperial Player: 1 Eclipse Battle Titan (Battle Rating: 630).

Rebel Player: 1 Death Bringer (Battle Rating: 630) Battle Titan.

Special Rules: None.

Victory Conditions: The first player to destroy or disable the opponent's Titan wins the game.

*A Titan is considered to be **destroyed** or **disabled** when it has suffered catastrophic damage to the Legs, Mind Impulse Units or Reactor.*

Free Choice Method: The Imperial Player may choose any *one* Titan Data Card, or field a Titan of his own design. The Rebel Player may then choose or design any *one* Titan whose Battle Rating is not more than 50 points greater than the Battle Rating of the Imperial player's Titan. The Rebel Player is *not* allowed to go 'over the top' in this scenario.

2. ENGAGE AND DESTROY

This is a larger version of scenario 1, which can be expanded to include as many Titans on each side as the players have models!

Imperial Player: 1 Death Bringer (Battle Rating: 840), 1 Death Bringer (Battle Rating: 930).

Rebel Player: 1 Nemesis (Battle Rating: 1140), 1 Eclipse (Battle Rating: 630).

Special Rules: None.

Victory Conditions: The first player to destroy or disable the entire opposing force wins the game.

Free Choice Method 1: Each player may spend up to 2000 points on a force of his own choice or design.

Free Choice Method 2: The players may agree to set the points value at any total they wish, using as many Titans as they have available to fight a huge apocalyptic battle!

3. BLITZKRIEG

The Imperial forces launch a lightning attack on an overstretched part of the Rebel lines.

Imperial Player: 1 Death Bringer (Battle Rating: 630), 1 Eclipse (Battle Rating: 720), 1 Night Gaunt (Battle Rating: 360).

Rebel Player: 2 Eclipse Titans (Battle Rating: 360 each).

Special Rules: The Imperial Player is the always First Player on turn 1. The Rebel Player may set up his Titans within to 30 cms of his edge of the table.

The Imperial *Night Gaunt* class Titan is *very manoeuvrable*. If it has *Charge* orders it may make *two* 45° turns; both turns may be made together if desired.

Victory Conditions: The Imperial Player receives a number of *Victory Points* equal to the Battle Rating of any Rebel Titans that are destroyed or disabled, *plus* the Battle Rating of any Imperial Titans which make it across the table and off over the Rebel player's table edge. The Rebel Player receives a number of *Victory Points* equal to the Battle Rating of any of the Imperial Player's Titans that are destroyed or disabled, *plus* a bonus of 800 points. The player with the highest Victory Points total wins the game.

Free Choice Method 1: The Imperial Player may spend up to 1800 points, while the Rebel Player may spend up to 900 points.

Free Choice Method 2: The Imperial player may spend any number of points on Titans, provided that both players agree on the amount. The Rebel player may spend half as many points as the Imperial player.

4. THE CARGO

An Imperial Titan carrying a vital cargo attempts to break through the Rebel line.

Hogarth stood at rigid attention before the Grand Master of the Order.

"You have been chosen, Hogarth, because you are our most able Princeps. This cargo" - he placed a sealed plasteel case on the table - "must be conveyed through the Rebel lines to the Divisio command post. Your Titan has been made ready. Do not fail us."

"I shall not fail, Master."

Imperial Player: 1 Nemesis (Battle Rating: 1440).

Rebel Player: 1 Eclipse (Battle Rating: 630), 2 Night Gaunts (Battle Rating: 300 each).

Special Rules: The Rebel player must set up first, within 30 cms of his table edge. The Imperial player is the First Player on turn 1. The number of weapons on the Nemesis Titan makes it cumbersome and unmanoeuvrable. It may only make *two* 45° turns if it has *Advance* orders, and may *not* turn at all if it moves in reverse. It may still make one 45° turn if it has *Charge* orders, but the turn must be made at the *end* of the move.

Victory Conditions: The Imperial Titan must make it across the table, leaving at any point on the Rebel Player's table edge.

Free Choice Method: The Imperial player may choose any one Titan. The Rebel Player may spend a number of points up to 85% of Imperial Titan's value.

5. THE TRAP

A group of Imperial Titans falls into a deadly ambush.

Imperial Player: 1 Nemesis (Battle Rating: 1440), 1 Death Bringer (Battle Rating: 840).

Rebel Player: 1 Eclipse (Battle Rating: 720), 2 Night Gaunts (Battle Rating: 300 each).

Special Rules: The Rebel player sets up *all* the scenery. He nominates a point on the table, and the Imperial player must set up all of his Titans within 12cms of that point. The Rebel player then sets up anywhere on the table, but at least 36cms away from any of the Imperial player's Titans. The Rebel Player is always the First Player on turn 1.

The Rebel *Night Gaunts* are *very manoeuvrable*. If they have *Charge* orders they may make *two* 45° turns; both turns may be made together if desired.

Victory Conditions: Both players receive a number of Victory Points equal to the Battle Rating of any enemy Titans that are destroyed or disabled. At the end of the game, the player with the highest Victory Points total is the winner.

Free Choice Method 1: The Imperial player may spend up to 2000 points. The Rebel player may spend up to 1300 points.

Free Choice Method 2: The players may set the points value of the Imperial force at any level they wish. The Rebel player may spend 2/3 as many points as the Imperial player.

BUYING YOUR FORCE

Each of the scenarios offers the players the option of building their own forces; each player has a number of points to spend, and each Titan Data Card has the Battle Rating (in points) of that class of Titan. Advanced players may design their own Titans, using the rules in *Designing Titans*; the rules tell you how to calculate the Battle Rating of a self-designed Titan.

OVER THE TOP

Sometimes, you will want to spend a few more points than the scenario will allow for your force. You *can* do this, but it carries a risk.

If you want to overspend, do so. You may *never* overspend by more than 70 points. Then, when all the scenery for the scenario has been set up, you must declare how many extra points you have spent. Roll a dice and refer to the *Over The Top* table. If the dice roll is in the range listed you must lose *one* Titan from your force. You choose which Titan you will lose.

THE OVER THE TOP TABLE					
Extra Points Spent	1-20	21-40	41-50	51-60	61-70
Dice Roll To Lose a Titan	6+	5+	4+	3+	2+

For example, if you have overspent by 55 points, you will lose a Titan if you roll 3 or more; if you roll 1 or 2, you've got away with it! A roll of 1 *always* means you keep all your Titans, and a roll of 6 *always* means that you lose one.



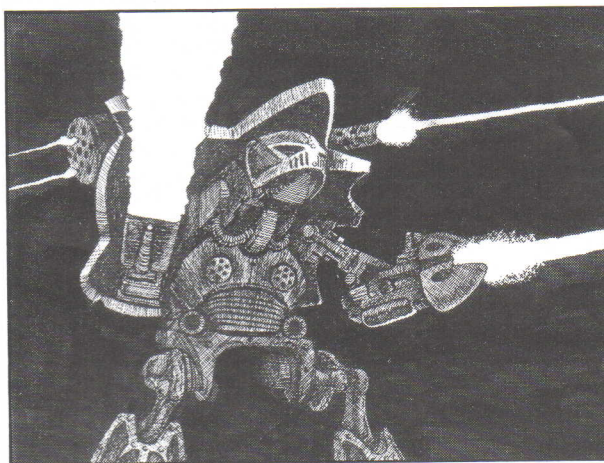
TITAN BATTLE COLOURS

Like the Space Marines of the Legiones Astartes, each of the Titan Orders has its own complex system of heraldry. These are closely tied to the unit's history and victories, and are often the embodiment of the Order's personality and collective character.

Over the Imperium's history the Orders have changed their colours and patterns, but less than might be supposed. Tradition and pride run deep in every Order. Even the colours of the old Titan Legions were kept and transferred to their successor Orders during the Horus Heresy and the subsequent Great Scouring. During the time of the Horus Heresy, the Titan Legions and the newly forming Orders retained their colours as more than a mark of each Order: the colours became badges of loyalty to the Emperor or to Warmaster Horus.

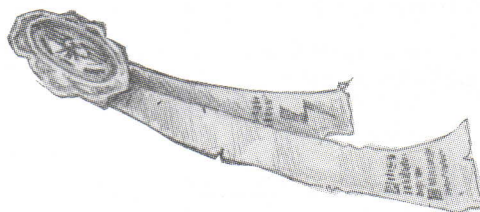
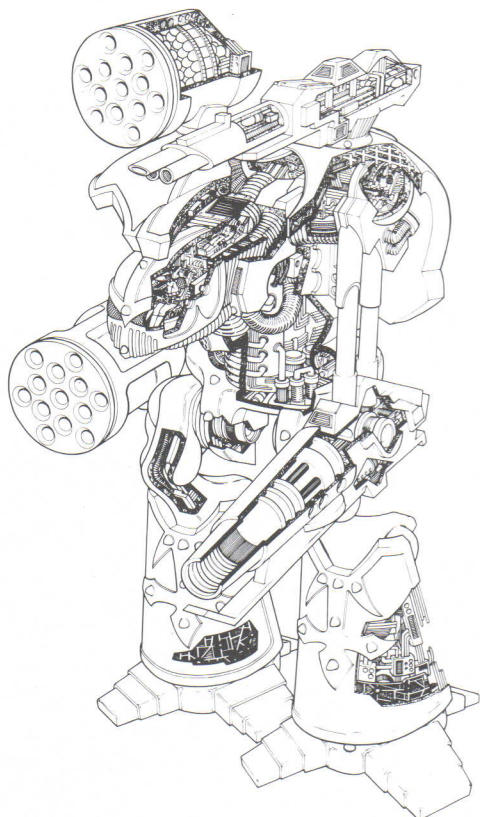
Each Order of Titans has its own *emblem* and *colours*. For example, the colours of the Divisio Militaris Order of the Fire Wasps are red and gold; all its Titans are painted in these two colours. Its emblem, of a wasp in a blue-bordered white triangle, is painted on the carapace of each of its Titans, and each has the banner of the Divisio Militaris mounted on its carapace. On the lower fairing of each leg - so as to be visible to ground troops - is the Titan's *class symbol*.

Each Titan has its own personal *victory banner*, hanging from its 'waist'. This bears the badge of the Order, and - in the case of the Fire Wasps - white skulls as victory symbols. Individual crews often attach additional *kill banners* to the weapons of their Titans, recording the number of kills each weapon has scored. This often includes some unofficial emblem adopted by the Titan's Princeps, or by the Moderatus in charge of the weapon.

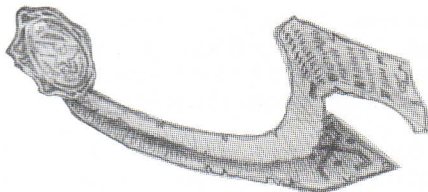


Some Titans also have personal emblems, slogans and the like painted on their carapace, weapons or leg fairings, and in many orders crews are permitted a great degree of freedom in personalising their Titans. The basic colours of the Order and its badges must, of course, be retained and respected.

In the aftermath of the Horus Heresy the loyal Orders of the then-new Collegia Titanica added *purity seals* to their Titans. These huge seals of soft metal were applied by the tech-priests of the Adpetus Mechanicus as a mark of purity and a ward against corruption. Painted and inscribed with runes, decorated with long ribbon banners, the seals are still placed upon Titans. They are a remembrance of the shameful days of the Heresy when thousands of Titans were turned against the Emperor by the dark influence of Chaos.



During the Great Scouring the Titans also carried a campaign pennant on the Divisio Militaris banner. This long white flag was added to the Titans as a mark of loyalty, and usually bore a loyalist slogan *perfidii purgendi* or *bellum iustum* were popular examples. Such banners are rarely used today, for few campaigns have ever required such devotion and fanaticism as were needed to combat the Heresy.



Warlord Class Battle Titan

The rebel Titan Legions of the Horus Heresy maintained their old colours in most cases: the black, white and yellow of the Fire Masters; the black, yellow and blue of the Tiger Eyes; and the black, white and red of the Death's Heads. Imperial Banners, however, were universally replaced by flags showing the Eye of Horus, the mark of the rebellion.

THE ADVANCED GAME

This section of advanced rules allows you to expand the basic game. You can design your own Titans, use a variety of new rules and new equipment, create an almost endless supply of scenarios to play, and even create a campaign, taking your Titan force from being green rookies to battle-hardened aces as you play them through a succession of battles.

Before you start using the advanced rules, we recommend that you play a few games using only the basic rules, in order to get used to the game system. You may find it easier to introduce the advanced rules into your games a section at a time.

"There was only one chance. The Traitor Nemesis was a gunship - slow but heavily armed, for standing off and pounding. It had multi-launchers and defence lasers all over it, but nothing for close work. We had the power fist.

I had to risk overloading the VSGs. Otherwise, he'd just chip our shields away with missiles, and we'd be open to those big lasers.

The VSGs held up until we were nearly there, but he managed to blow Marder's las-cannon away. The Emperor be thanked we didn't lose the power fist. He tried to turn away, but there was no way he could outrun us with all that weaponry weighing him down.

Once we got inside his shields it was easy. Okawa's power fist crushed his cabin like an eggshell. Score one to the Faithful."

- *Principes Garn Kincaid, Fire Wasps.*

OPTIONAL RULES

Once you've mastered the basic rules, we recommend that you use the following optional rules.

MAXIMUM TO HIT

The *Rule of One and Six* states that a roll of 1 is always a miss and a roll of 6 is always a hit, regardless of modifiers. After you've played a few games, you may become dissatisfied with that rule, in which case you can use this more advanced mechanism:

No matter what happens, a roll of 1 on the dice is *always* a miss. That doesn't change from the basic rules.

If you require a score of 7 or more to hit, roll to hit as normal. If you score a 6, you have not necessarily hit. Roll again (this second roll is *never* modified by *anything*), and consult the following chart:

Score Needed To Hit	7	8	9+
Roll required:	4+	5+	6

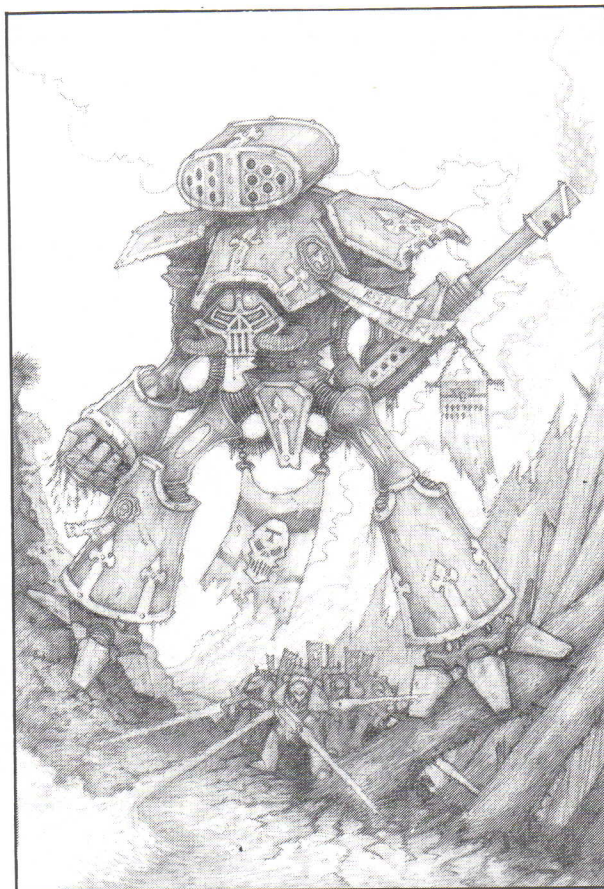
For example, a Las-Cannon is being fired at long range by a Titan with *Charge* orders, against a target that is in cover. Normally a 6+ would be required to hit, but because of the -2 modifier (-1 for *Charge* orders and -1 for cover) the attacker must roll an 8. Therefore, the player must roll a 6 followed by a 5 or 6 in order to hit.

OVERLOADING VOID SHIELDS

Titans with *three or more* Void Shields are fitted with a device which allows the *Principes* to bypass the Void Shields' overload cut-out mechanism as a last-ditch measure to stop a hit. Instead of going down when overloaded, the Void Shields stay up, taking the strain of the excess energy. Sometimes the Void Shields survive, and sometimes the Void Shield Generators are reduced to molten slag and the Titan is without Void Shields for the rest of the battle. Overloading Void Shields is a tactic of desperation.

A player must declare that he is attempting to overload his Titan's Void Shields as soon as the hits for that turn have been determined, and before damage is worked out. He then rolls a D6 for each hit in turn. On a roll of 1-4, the hit is stopped and the Void Shields are OK. On a roll of 5 or 6, the Void Shield Generators have burnt out - all the Titan's Void Shields are destroyed (just as if they had been hit on the *Body Damage Table*), and the hit goes in against the unshielded Titan.

Note that a player does not *have* to overload Void Shields, but *may* do so if he wishes. A player may try to stop any number of hits in the same turn this way, but as soon as he rolls a 5 or 6 the Void Shields are gone for good and all further hits strike the unshielded Titan.



A Reaver class Battle Titan supports an advancing Marine force.

MERGING SHIELDS

Just as Titans that are in close combat 'merge' their shields, friendly Titans can do the same thing as a defensive tactic to protect a damaged Titan. The Titans must be in base-to-base contact, and one *must* have First Fire orders. If both of these conditions are met, the Titans may merge their shields as if they were in close combat.

"There's too many of them, Leader! VSGs fused, plasma cannon out, preparing to abandon..."

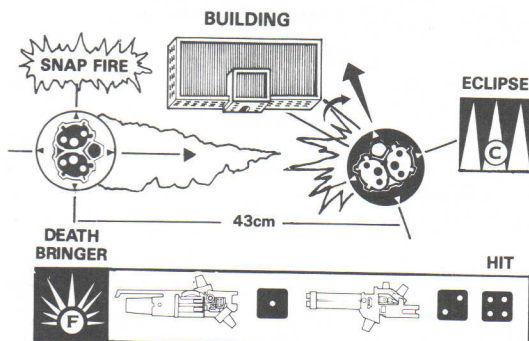
"Hold your position, Martlew. I'm coming over. Leader to squadron - pattern *Testudo*. Use your Shields to cover each other, hold positions, and keep firing. If this filth wants to kill us, they'll have to work for it."

SNAP FIRE

Titans with *First Fire* orders may *Snap Fire* at any point in the Movement Phase. A player may interrupt an opponent's move by simply yelling out "SNAP FIRE!" The opponent must stop moving their Titan at this point, completing the move (if possible) once the attack has been resolved.

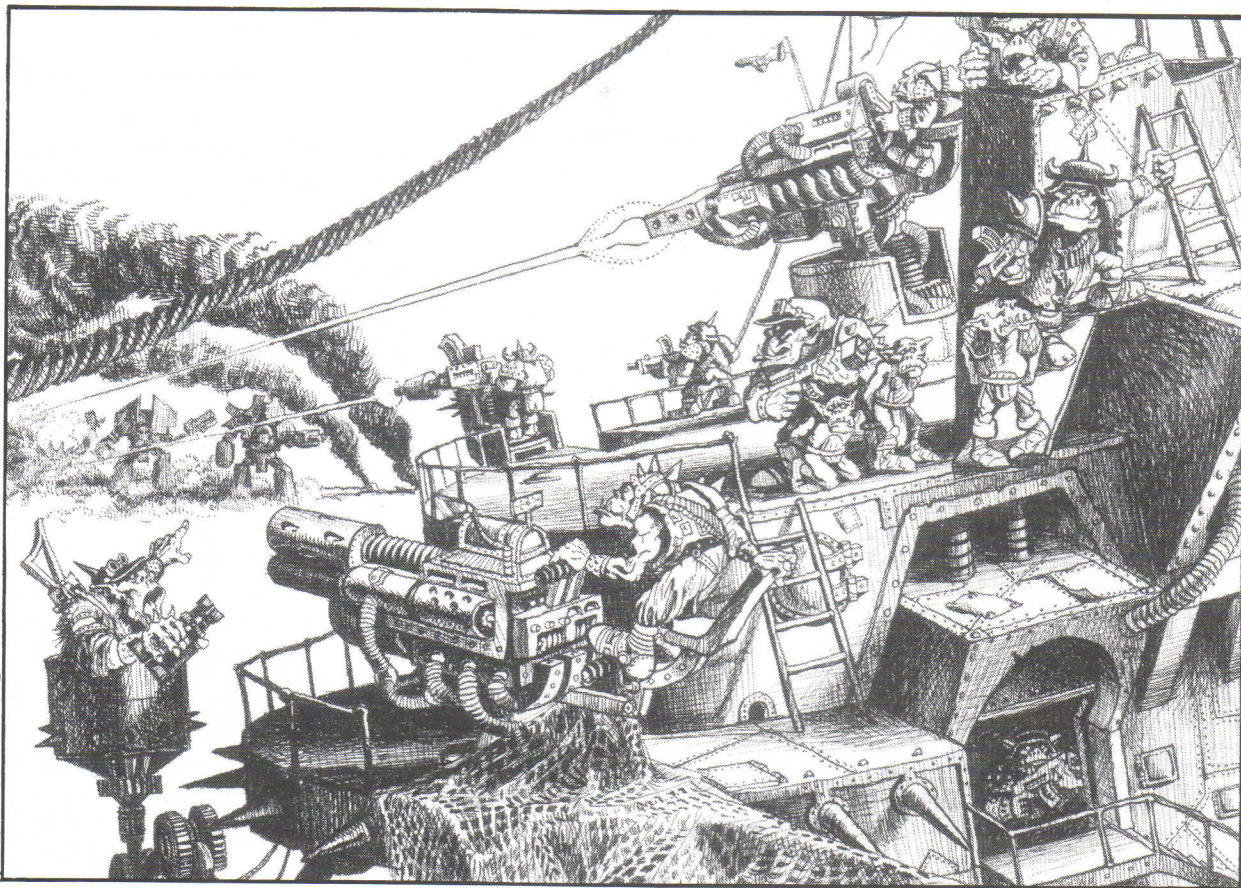
When a Titan makes a Snap Fire attack, all weapons must be fired at one target and the +1 to hit modifier for the attacker's *First Fire* orders is ignored. A Titan that has Snap Fired may only use Close Combat Weapons (or make improvised attacks) in the Combat Phase.

EXAMPLE - SNAPPFIRE



Carrying on our previous set of examples, we return to the game in the turn following that when the Eclipse was damaged. Both Titans are using the same orders as they used in the previous turn. The Eclipse turns 45° to the right in preparation for moving under cover, at which point the player controlling the Death Bringer yells out "SNAP FIRE!"

The Death Bringer fires all three weapons, this time needing a 3 and two 5's to hit as the +1 modifier for his *First Fire* orders are ignored. He rolls 1, 2, 4 and so only hits with the Macro-Cannon. The hit will damage the Eclipse, which has not yet had a chance to repair its Void Shields, and results in the Eclipse's reactor being damaged. The Eclipse is not allowed to finish its move, as a Titan with a damaged reactor may not move or fire, and is left stranded in the open. Things are starting to look very bad indeed for the Imperial Player...



DESIGNING TITANS

Although we have provided a selection of Titans on the Titan Data Cards included with the set, sooner or later you will want to start designing your own Titans. This is quite straightforward, and can be a lot of fun. This is your chance to find out if you can come up with a more devastating variant than the Tech-Priests of the Divisio Investigatus!

BLANK TITAN DATA SHEETS

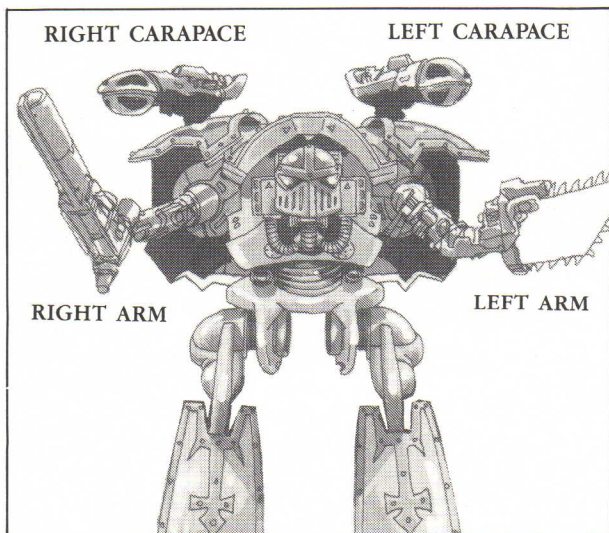
At the end of this rulebook you will find a page of blank Data Sheets, which you may use for Titans you design yourself. You can photocopy these for your own use if you wish. You'll find it easier to work out the details of the Titan on a piece of scrap paper first, and then transfer the information to a Data Sheet.

Battle Rating

As we've already seen in the basic game, each Titan has a Battle Rating. The higher the Battle Rating, the more powerful the Titan is. These rules are mainly concerned with working out the Battle Rating of any Titan you might design - we leave the actual designing up to you!

WEAPONS

Each Titan has four weapon mounts: Right Arm, Left Arm, Right Carapace and Left Carapace.



Each mount can hold *one* of the following:

- One Heavy Weapon with up to four barrels;
- or
- One Very Heavy Weapon barrel;
- or
- One Close Combat Weapon.

Close Combat weapons may only be mounted in the arms.

Points costs for weapons are shown on the following table. Note that the points cost is for one *barrel*; so, for example, a Multi-launcher (4) costs $15 \times 4 = 60$ points.

POINTS COSTS FOR WEAPONS

Weapon	Points Cost
--------	-------------

Heavy Weapons

Auto-Cannon	5
Las-Cannon	15
Multi-Launcher	15
Multi-Melta	5
Plasma Gun	10

Very Heavy Weapons

Defence Laser	30
Macro-Cannon	25
Plasma Cannon	20

Close Combat Weapons

Chain Fist	10
Las Cutter	5
Power Fist	10

VOID SHIELDS

Void Shields cost 10 points each. A Titan may have up to six Void Shields.

POINTS MULTIPLIER

Once you have equipped your Titan with weapons and Void Shields, add up the total points cost and multiply it by the *Points Multiplier* for the Titan.

The points multiplier for all Battle Titans is 6, but this may be increased if you use any *Devices*.

SPEED

The move distance for your Titan will depend on how laden down with weapons it is. The more heavily armed your Titan is, the slower it will move.

To find out the move rates for your Titan, add up the number of weapon *barrels* it is carrying. Remember to add up *barrels*, not just the number of *weapons*. Each Very Heavy Weapon or Close Combat Weapon counts as 3 barrels. Then refer to the *Movement Rates Table* below.

MOVEMENT RATES TABLE

Number of Barrels	Advance Move Rate	Charge Move Rate
1-4	10cms*	20cms*
5-8	8cms	16cms
9-12	7cms	14cms
13-16	6cms**	12cms**

* Titans with less than 5 barrels are *highly manoeuvrable*. If they have *Charge* orders, they may make *two* 45° turns; both turns may be made together if desired.

** Titans with more than 12 barrels have only *limited manoeuvrability*. When they have *Advance* orders, they may make no more than *two* 45° turns; both turns may be made together if desired. If they have *Charge* orders, they may still make one 45° turn, but it may only be made at the *end* of the move.

ADVANCED EQUIPMENT

SUPPORT MISSILES

Support missiles are one-shot weapons, and may only be mounted on the carapace of a Titan. Each support missile takes up one carapace mount. They are usually chosen and fitted just before a battle, depending on the situation that is likely to be encountered.

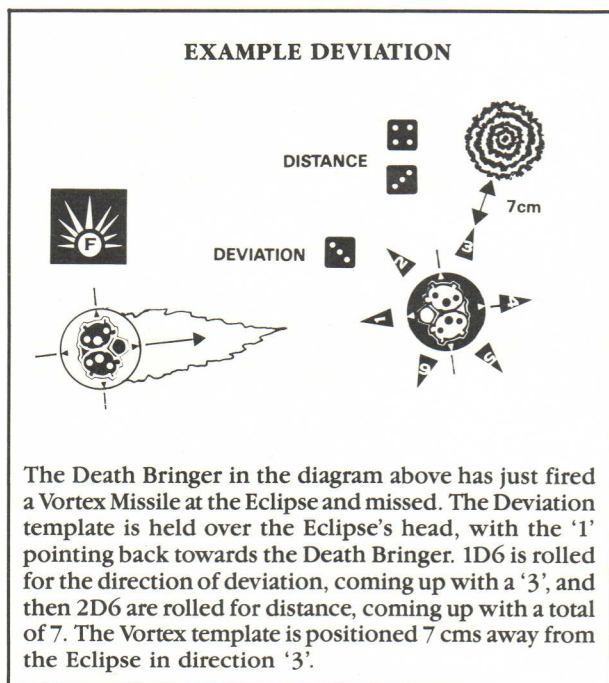
Support missiles can be used in any of the Basic Game scenarios, when the *free choice* method of force selection is being used. Once the scenario has been chosen, each player may decide to use support missiles. Players who decide to use support missiles receive a number of 'bonus' points, equal to 10% of their side's total for the scenario. These additional points may *only* be spent on support missiles.

Support missiles may only be mounted on the carapace of a Titan. If a player wishes to mount a support missile on the carapace of a Titan which already has two carapace-mounted weapons, then one of the weapons must be removed. A player who does this receives no points 'rebate' for the lost weapon.

Once a support missile has been fired, it cannot be used again, and is removed from the model. If a Titan is destroyed or disabled before it fires its support missile, the missile is lost.

DEVIATION

Even if a support missile misses its target, it can be important to know where it has landed. In such cases, the player rolls for *deviation*. Place the *Deviation Template* over the original target, with the '1' arrow pointing towards the Titan that fired the missile. Roll a D6 to find out the direction of deviation. Then roll 2D6 to determine the distance in cms.



MISSILE TYPES

There are seven main types of support missile: Blind, Haywire, Mine Dispenser, Plasma, Stasis, Vortex, Warp

BLIND MISSILE

When a Blind Missile explodes, it scatters Blind Grenades over a wide area. Blind is a sophisticated form of smokescreen, combining dense smoke with broad-spectrum electromagnetic interference. None of a Titan's detection and targeting systems will operate through a cloud of Blind.

If a Blind Missile misses, roll for deviation normally. Once the point of impact has been determined, use the range ruler to draw a straight line from this point back to the firing Titan. This is the missile's *flight path*. The player who fired the missile may now place 3 Blind markers anywhere along the flight path, or at any point within 6 cms of the point of impact.

Any line of sight that must be drawn through a Blind marker is blocked.

During each Repair Phase, roll a D6 for each Blind marker; on a roll of 1, the Blind dissipates, and the marker is removed from play.

HAYWIRE MISSILE

Haywire Missiles release a massive burst of electrostatic and radioactive pulse waves when they explode, designed to disrupt the target's electrical control systems.

A Haywire Missile can only affect a target that has all of its Void Shields down. If a Haywire Missile hits a Titan which still has an operating Void Shield, it will have no effect - it won't even knock down the Void Shield! If the Haywire Missile hits a target without Void Shields, it automatically causes critical damage to the Mind Impulse Units of the target.

MINE DISPENSER MISSILE

Mine Dispenser Missiles (MDMs) scatter mines over a wide area.

MDMs can be fired at any point on the table, within the restrictions of the rules for line of sight. When the landing point has been determined (either on target or after deviation), use the range ruler to draw a straight line from this point to the firing Titan. This is the missile's *flight path*. The firing player takes 2 *Mine* counters and 2 *Dummy Mine* counters, and places them face down on the table anywhere along the missile's flight path or within 6cms of the point of impact, so that his opponent cannot tell which mines are real and which are dummies. The mines become operational at the *end* of the movement phase in the following turn.

If a Titan (on *either* side) moves within 3cms of a Mine counter, the mines are activated. The counter is flipped over to reveal whether it is real or a dummy. Dummy mines have no effect, and are discarded immediately. Real mines explode (discard the counter), automatically hitting the target. A mine attack ignores any Void Shields - like a close combat attack, it is *inside* them - and causes critical damage on a D6 roll of 2+.

Optional Rule: As an alternative to their normal load, MDMs may carry a single *Stasis* or *Vortex* mine and three dummy mines. If you are using an alternative load, you should note this down before the game. The mines are dropped and activated in the normal way, but instead of exploding they create a field (stasis or vortex, as appropriate). Refer to the notes on Stasis and Vortex Missiles below. Altering the load of a MDM does not change its points cost.

PLASMA MISSILE

The Plasma Missile is a huge and very effective weapon. While in flight, it splits into six masses of seething plasma, which spread out to saturate the target area.

When a Plasma Missile lands (either on target or after deviation), place the Burst Template at the point of impact. This is where the first of the six warheads landed; the remaining five deviate from this point, using the normal deviation procedure. Use any of the weapons templates to mark their landing points.

Any Titan under any of the templates will suffer a critical hit on a roll of 3+, ignoring normal modifiers for orders and cover.

**STASIS MISSILE**

The Stasis Missile carries a Stasis Field Generator (SFG) as its warhead. The SFG is a highly-sophisticated device which creates an area where time literally stands still. Anything caught within the stasis field is frozen in place and unable to do anything - but Titans *outside* the field cannot fire into it.

When rolling to hit with a Stasis Missile, ignore any modifiers for cover. If the missile misses, it will deviate normally. Wherever the missile lands, a 3cm Stasis Field is created. Place a *Stasis Field* marker on the table, centred on the point of impact. Any Titan wholly or partly within the field may neither move nor attack, but cannot be attacked itself. Its orders cannot be changed until the order phase after the Stasis Field dissipates or moves.

During the repair phase of each turn, roll 1D6 for each Stasis Field on the table:

- 1-2 The Stasis Field dissipates. Remove the marker from the table.
- 3-4 The Stasis Field stays in place.
- 5-6 The Stasis Field moves 2D6cm in a random direction - use the deviation procedure for this. The field will stop if it comes into contact with a Titan.

If two Stasis Fields ever come into contact, they both dissipate immediately.

If a Stasis Missile is destroyed before it can be used, it explodes, creating a stasis field over the Titan that was carrying it.

VORTEX MISSILE

When a Vortex Missile explodes, it creates a seething mass of energy known as a Vortex Field. This area is quite devastatingly destructive, even for a machine as tough as a Titan.

If a Vortex Missile misses, it will deviate normally. Wherever the missile lands, a Vortex Field is created. Place a *Vortex Field* marker on the table, centred on the point of impact. Any Titan wholly or partially within the field is automatically hit. Hits from Vortex Fields knock down *all* Void Shields, *and* automatically cause critical damage on the target - roll for hit location as normal.

During the repair phase of each turn, roll 1D6 for each Vortex Field on the table:

- 1-2 The Vortex Field dissipates. Remove the marker from the table.
- 3-4 The Vortex Field stays in place.
- 5-6 The Vortex Field moves 2D6cm in a random direction - use the deviation procedure for this. Anything in its path is hit.

If a Vortex Missile is destroyed before it can be used, it explodes, creating a Vortex Field centered on the Titan that was carrying it.

WARP MISSILE

A Warp Missile actually travels through Warp space, the strange chaotic universe used by starships to span immense distances in space. The missile enters Warp space when it is fired, and is programmed to re-enter normal space on the other side of the target's Void Shields. It may sometimes materialise inside the target itself.

Ignore any modifiers for cover when rolling to hit. If a Warp Missile misses, do not roll for deviation. A miss indicates that the missile has left Warp space at the wrong point - and this could be anywhere in any of a million universes...

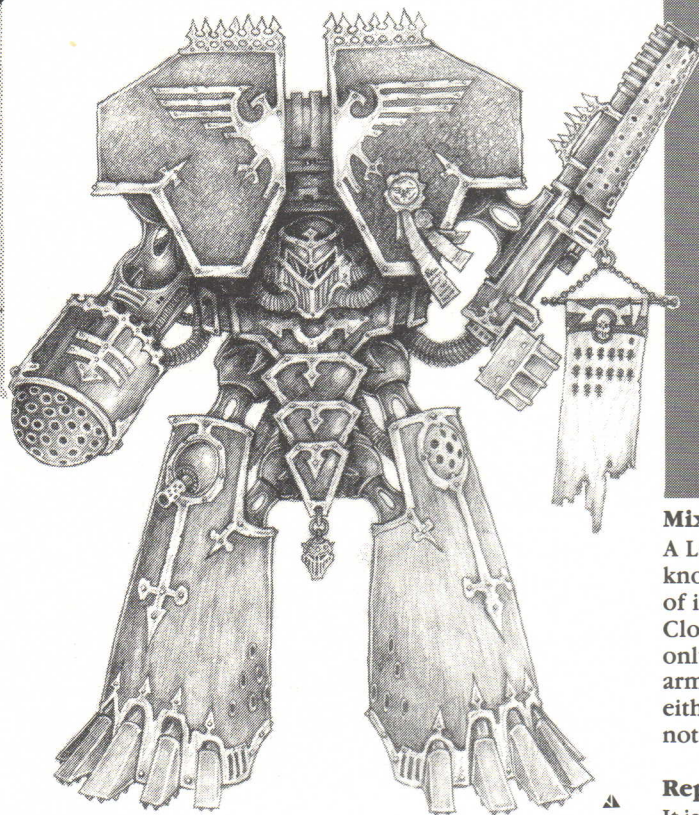
When a Warp Missile hits, it ignores any Void Shields the target may have, and automatically causes damage. Roll on the following table:

D6**Roll Damage**

- 1 Superficial Damage
- 2-5 Critical Damage
- 6 The missile explodes partially inside the target, inflicting *two* critical hits.

Roll for damage location normally.

Missile Type	Range		To Hit Roll		Critical Hit Roll	Points Cost
	Short	Long	Short	Long		
Blind	72cms	-	2+	-	none	50
Haywire	36cms	72cms	3+	5+	see notes	50
Mine Dispenser	72cms	-	2+	-	none	100
Plasma	72cms	-	4+	-	3+	100
Stasis	36cms	72cms	3+	5+	see notes	50
Vortex	36cms	72cms	4+	6+	see notes	150
Warp	36cms	72cms	4+	6+	see notes	100



"The arming of Titans must, of necessity, always be a compromise. To gain heavy armament you must sacrifice speed and manoeuvrability, and vice-versa. You must approach this decision at two levels.

Firstly, the level of the individual Titan. Consider carefully what it must achieve, and how its armament will affect its ability to fulfil its objective.

Secondly, the level of the force itself: this may be the Order as a whole, or the force dispatched for a particular mission. Never forget that a Titan-force is a team - a single body, and may have specialised members designed for specific functions.

Meditate on the subject if you feel the need, or consult the Imperial Tarot. The decision is important, so do not take it lightly."

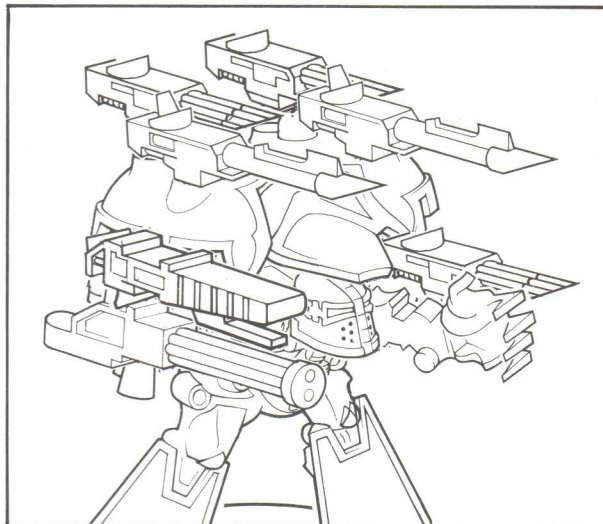
- de Bellis Titanicis, attributed to Haran Jaxx

Mixed Weapons

A Location that holds different types of weapon barrel is known as a *mixed weapon*. A mixed weapon must fire all of its barrels at the same target. When a location holds a Close Combat Weapon and one or two Heavy Weapons, only one or the other can be used. So, for example, if an arm held a Power Fist and two Auto-cannons, you could either fire the Auto-Cannons *or* attack with the Power Fist, not both.

Representing Mixed Weapons

It is quite easy to represent mixed weapons on your model Titans by simply gluing together two or more of the plastic weapons included with the game. An example of what can be done is shown in the diagram below.



HARD POINTS - Optional

The number and type of weapons that may be attached to a location on a Titan is, in reality, much more varied than the rules above give scope for. If your opponent agrees, you can use the following rules to decide which weapons are allowed to be fitted to your Titan. Note that you will not be able to represent this with the mix of weapons provided with the game and will have to keep a written record instead or follow the guidelines for representing mixed weapons given below.

Hard Points

Each location on a Titan has 4 *Hard Points* to which weapons can be attached. The number of hard points taken up by the weapon depends on the size of each weapon barrel that is fitted to the location:

A *Heavy Weapon Barrel* takes up 1 Hard Point.

A *Close Combat Weapon* takes up 2 Hard Points.

A *Very Heavy Weapon* takes up 3 Hard Points.

If you are using these rules, you *are* allowed to fit different weapon barrels to the same location, as long as the total number of Hard Points used does not exceed 4. However, only 1 Close Combat Weapon may be fitted in each arm (and you are still not allowed to fit Close Combat Weapons to the Carapace).

Support Missiles

The rules for Support Missiles are unchanged (ie you may fit one to any free locations on the Carapace).

CLASS:	WARLORD
TYPE:	PREDATOR
LEFT CARAPACE:	Defence Laser (1) + Las-Cannon (1)
RIGHT CARAPACE:	Defence Laser (1) + Las-Cannon (1)
RIGHT ARM:	Auto-Cannon (2) + Multi-Melta (2)
LEFT ARM:	Power Fist + Las-Cannon (2)
VOID SHIELDS:	4
SPEED:	6/12
BATTLE RATING:	1140
REMARKS:	Limited manoeuvrability.

DEVICES

Titans can be fitted with various additional non-weapon systems to enhance their combat performance. A selection of these devices is covered here but note that devices may only be used with Titans of the player's own design.

"Willcox?"

"Ready, Jumping now... Position established, I see them and I see you."

"Coming over, Willcox. Leader to squadron - fire all support missiles."

"I have them, Leader. RELAY established."

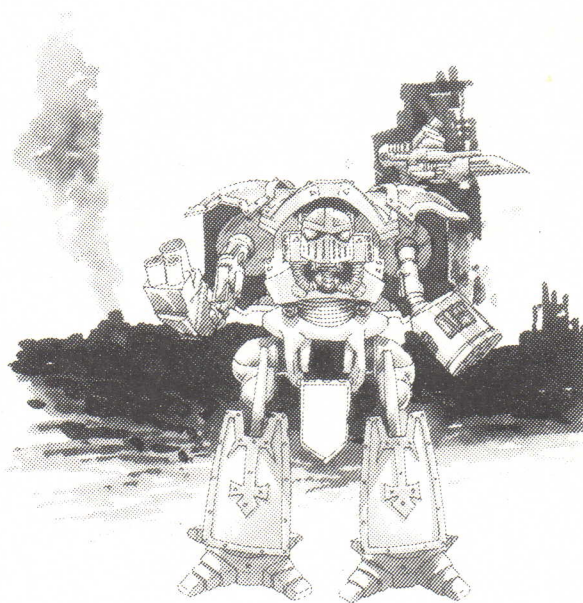
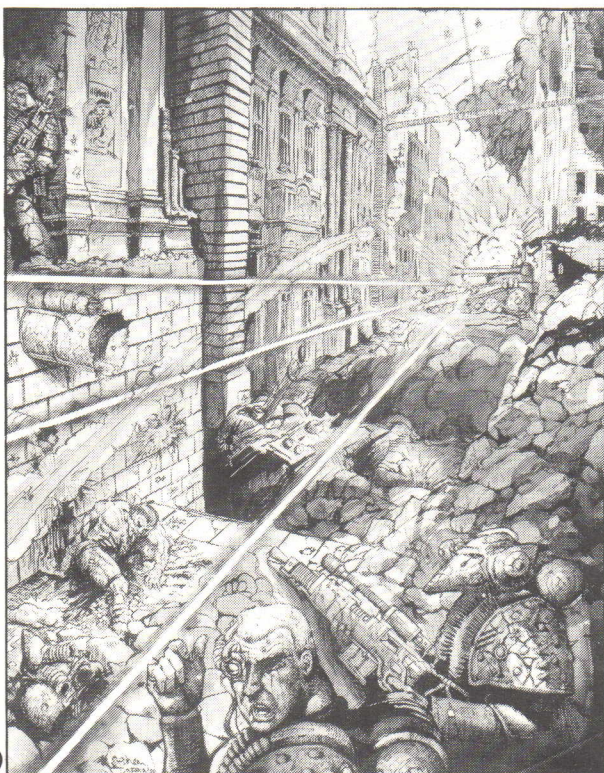
"Goodbye, Traitors..."

POINTS MULTIPLIER ADJUSTMENTS

These optional systems are not paid for with points, unlike weapons and Void Shields. Instead, each optional system fitted increases the Titan's *points multiplier* by 1 point. So, for example, a Battle Titan (base points multiplier 6) fitted with COBRA and Cameleoline (2 devices) would have a final points multiplier of 8.

CAMELEOLINE

Cameleoline is a reactive camouflage which mimics the background and helps mask a Titan from all forms of sighting device. It works on a broad spectrum, and hides the Titan from sight and all other sensing systems. Any attacks against a Titan fitted with Cameleoline are treated as though the range were 10cm greater than the measured distance - so, for example, a shot from 23cms is treated as a range of 33cms. This does not apply to attacks which are resolved in the close combat segment of the combat phase.



COBRA

COBRA (Command Override Battle Reaction Automation) is a generic term covering a number of different devices which allow a Titan to react to a threat more quickly. COBRA allows a Titan to fire one segment *earlier* than normal in the combat phase, but it can never allow a Titan to fire before the First Fire segment.

COBRA does not affect modifiers to hit arising from the Titan's orders for that turn.

JUMP PACKS

Battle Titans may be fitted with a Jump Pack, allowing them to fly short distances. Jump Packs allow a Titan with *Charge* orders to move *over* (but not *onto*) a building or another Titan. The move distance is unaffected.



RELAY

RELAY is a device that allows a Titan to take over the guidance of support missiles fired by other Titans, and home them in on a target within its own line of sight.

The Titan with RELAY must be within 36cms of the Titan(s) that are firing the missile(s), and have a clear line of sight to it/them. If both these conditions are met, then the range and chance to hit are worked out as if the Titan with RELAY is firing the missile(s).

A single RELAY unit can control any number of missiles at once, but they must *all* be aimed at the same target - a single RELAY unit can't designate two targets at once. A Battle Titan can be fitted with up to three RELAY units, and can designate one target with each unit if desired.

It is possible to set up 'chains' of Titans with RELAY, with each Titan passing on control of the missile(s) to the next one in the chain.

RANDOM SCENARIOS

The following system has been designed to give you an almost infinite variety of scenarios, ensuring that two games will never be the same and allowing you to try out different strategies and tactics. It is especially recommended if you are using Titans of your own design.

BASE FORCE LEVEL

First of all, the players should decide what the *base force level* (BFL) will be for the scenario. This can be done before or after setting up the scenery.

The higher the BFL, the bigger (and longer) the game will be. A BFL can be from 1000 to 6000 points.

After choosing the BFL, both players roll a D6. The player with the higher score has the choice of being the *Attacker* or the *Defender*.



OBJECTIVES

Sort out the *objective randomiser* counters. There are 24 of these, 12 are labelled "A" (for the *Attacker*), and 12 are labelled "D" (for the *Defender*). Put all the attacker's counters into a cup, or similar container, and put all the defender's counters into another. Each player then draws one counter, at random, from the appropriate counter.

The numbers on the counters correspond to the Objectives listed in the following pages. These give the player a *force level* and a set of *victory conditions*. The victory conditions tell the player what he must achieve in order to win the game, and should be kept secret from the other player. The force level modifies the BFL: the number of points the player can spend on his force is determined by cross-referencing the BFL and the Force Level on the *Force Table*:

FORCE TABLE

BFL	Force Level		
	I	II	III
1000	750	1000	1250
2000	1500	2000	2500
3000	2250	3000	3750
4000	3000	4000	5000
5000	3750	5000	6250
6000	4500	6000	7500

Notes:

- It is possible (highly likely, in fact) that the players will not have an equal number of points to spend.
- To calculate Force Level from a BFL which is not on the table, apply the following formula: *Force Level I* is $\frac{3}{4}$ the BFL, *Force Level II* is equal to the BFL, and *Force Level III* is $1\frac{1}{4}$ times the BFL.

If the players are using the rules for support missiles the 10% bonus to total points still applies.

SETTING UP THE TITANS

The Defender may choose which edge of the table he wants to set up on, and must then place his Titans within 24cms of that edge. The Attacker may then set up his Titans up to 6cms in from the opposite side of the table. Play then proceeds as normal, with the Attacker being the First Player on turn 1.



LEAVING THE TABLE

Each player may only move their Titans off the table from their *own* edge, unless the Objective specifically states otherwise.

WINNING THE GAME

The Objectives list conditions for *Major* and *Minor* victories. In some cases the level of victory will be decided by attaining objectives, and in others it will be decided by Victory Points.

However victory is decided, a Major Victory beats a Minor Victory, any kind of victory beats no victory at all, and if both players achieve the same level of victory (or defeat), the game is a draw.

"You strive for victory. That is obvious. What may be less obvious is the *nature* of victory. There are circumstances in which you can destroy the enemy utterly, without loss to your own forces, and yet the victory will be his. In all situations, you must first decide on the nature of victory, and then take steps to secure it. Avoid the instinct to fight first and think later."

- Leman Russ, *Meditations*, Book VI

VICTORY POINTS

When a scenario refers to Victory Points, refer to the *Victory Points* table:

VICTORY POINTS TABLE

For each enemy Titan disabled or destroyed:	<i>The Battle Rating value of the Titan</i>
For each enemy Titan that left the table, <i>unless</i> this was to achieve a Victory Condition:	<i>Half the Battle Rating of the Titan</i>
For each enemy Titan that has had its Void Shields destroyed, or at least one weapon destroyed, or ends the game with damage to the Reactor, Mind Impulse Unit or Legs:	<i>A quarter of the Battle Rating of the Titan</i>

The above cases are *not* cumulative. If more than one case applies, only take the one that provides the most Victory Points.

ATTACKER OBJECTIVES

1. ENGAGE & DESTROY

Force Level III

Your mission is simple - you will destroy any enemy force you encounter.

Major Victory: Disable or destroy the entire opposing force.

Minor Victory: Score more Victory Points than your opponent.

2. PROPAGANDA WARS

Force Level III

News of the war is beamed instantly throughout the Imperium. The eyes of countless millions are upon you. It is vital to your cause that you inflict a crushing defeat on your opponent.

Major Victory: Disable or destroy one opposing Titan without your opponent scoring any Victory Points.

Minor Victory: End the game without having *any* of your Titans disabled or destroyed, *and* score more Victory Points than your opponent.

3. WAR OF ATTRITION

Force Level II

The war grinds endlessly on and on. The final victory will lie with the last man on his feet. Your orders are to cause as much damage to your opponent as possible, while minimising your own losses.

Major Victory: Score twice as many Victory Points as your opponent.

Minor Victory: Score more Victory Points than your opponent.

4. BLITZKRIEG

Force Level II

Your force is one component in a major offensive. Your task is to break through the enemy defences, sweeping all before you and moving on to take up position for the next phase of the master plan.

Major Victory: Score more Victory Points than your opponent *and* exit half the points value of your force over the opposing player's table edge.

Minor Victory: Exit half the points value of your force over the opposing player's table edge.

"Leader..."

"I see them, Koval. All Titans - enemy force ahead. We have that rendezvous at Morokai to make, so let's just punch a hole through them and leave the rest to the support columns. No duels, no heroics, no getting left behind. Power up, and let's go."

5. CONVOY

Force Level II

One of your Titans carries a special cargo, which is of incalculable value to your cause. You must break through the enemy lines and carry it safely to its destination.

Special Rule - One Titan holds a vital cargo. Specify which (secretly) before the start of the game.

Major Victory: Exit the Titan carrying the cargo over the opposing player's table edge *and* score more Victory Points than your opponent.

Minor Victory: Exit the Titan carrying the cargo over opposing player's table edge.

6. RESCUE MISSION

Force Level II

The war is not just a military affair. Intelligence is all-important, and a spy in the right place is worth any number of Titans in the wrong place. One of your spies has been discovered, but has escaped with vital information. You must pick him up and deliver him to your command point for debriefing.

Special Rule - A spy with vital information is hiding close to the enemy lines. To pick up the spy a Titan must spend a turn next to the building closest to the opposing player's table edge. The spy may not be transferred to another Titan after he has been picked up.

Major Victory: Exit the Titan carrying the spy from your own table edge.

Minor Victory: Pick up the spy (even if the Titan is later destroyed) *and* score more Victory Points than your opponent.

7. SPOILING ATTACK

Force Level I

Both sides are continually testing each other's defences; the first to show weakness will be the first to die. Your force has been chosen for a raid on the enemy lines.

Major Victory: Disable or destroy one opposing Titan *and* score more Victory Points than your opponent.

Minor Victory: Score more Victory Points than your opponent.

8. BREAK-OUT

Force Level I

Your force has been surrounded. You have the choice of being killed where you are or trying to break through the enemy lines to make contact with friendly forces. The answer is simple.

Major Victory: Exit more than half the points value of your force over the opposing player's table edge.

Minor Victory: Score more Victory Points than your opponent.

DEFENDER OBJECTIVES

1. ENGAGE & DESTROY

Force Level III

Your mission is simple - you will destroy any enemy force you encounter.

Major Victory: Destroy or disable the entire enemy force.

Minor Victory: Score more Victory Points than your opponent.

2. TRIPWIRE DEFENCE

Force Level III

The lines are stretched thin, covering a vast front against attack. You must contain any enemy activity, calling on reinforcements when you can.

Special Rule: Only Titans equal to half the points you have available start on the table. The remainder of your force starts to enter on the turn after one of your Titans fires for the first time. You may only enter one reinforcement Titan per turn.

Major Victory: Stop your opponent achieving any of his Major Victory conditions and score more Victory Points than your opponent.

Minor Victory: Score more Victory Points than your opponent.

3. THE TRAP

Force Level III

It's a simple tactic, as old as war itself. Dangle a part of your force in front of the enemy as bait, and if they take it - annihilate them.

Special Rule: Only Titans equal to the points for Force Level I start on the table. The remainder of your force enters on the third turn (or later if you wish) from either 'neutral' edge (ie an edge where neither player set up at the start of the game).

Major Victory: Destroy or disable the entire opposing force.

Minor Victory: Score more Victory Points than your opponent.

4. DEFENSIVE LINE

Force Level II

It's not glamorous, but it's war just the same. Your orders are to hold this position and thwart any and all enemy action in your area.

Major Victory: Stop your opponent achieving any of his Major Victory conditions and score more Victory Points than your opponent.

Minor Victory: Score more Victory Points than your opponent.

5. COVERING FORCE

Force level II

The fortunes of war have swung against you, and your side is one the run - for now. Your force must fall back and regroup, fighting off enemy offensives all the way.

Special Rule: Only Titans equal to half the points you have available start on the table. The remainder of your force enters on the fourth turn from either neutral edge (ie an edge where neither player set up at the start of the game), at any point within 36cms of the opposing player's table edge.

Major Victory: Exit more than half of the points value of your force from your own table edge.

Minor Victory: Score more Victory Points than your opponent.

6. HOLDING ACTION

Force Level I

An enemy assault is expected. Your orders are to inflict maximum casualties before pulling back to the next line of defence. Hurt them if you can - but no senseless gestures.

Major Victory: Score more Victory Points than your opponent and exit at least half of the points value of your force from your own table edge.

Minor Victory: Score more Victory Points than your opponent.

7. NO RETREAT

Force Level I

This is it. Your force has been isolated by enemy offensives - you are cut off and backed into a corner. Your chances are slim - but you're going to take some of them with you.

Special Rule: You may not retreat off the table or disengage.

Major Victory: Disable or destroy at least one opposing Titan and score more Victory Points than your opponent.

Minor Victory: Score more Victory Points than your opponent.

"...And the name of the Order shall be the Death Bolts, and their Forge World shall be Esteban VII.

The colours of the Death Bolts shall be red over gold. Their banner shall be quartered, gold against chequered blue and silver, bounded red. Their badge shall be a crossbow bolt ordinary, over an inverse triangle gold.

The Grand Master of their founding shall be Maxen Vledig, and their motto shall be *nemo mea poena effugit* - None may escape my vengeance."

- from the foundation charter of the Death Bolts.

THE CAMPAIGN GAME

So far, we have been dealing with one-off battles which take place in isolation.

It can be much more enjoyable to link your games together, like the battles of a real military campaign. The campaign rules that follow are simple and easy to use, but you will find that they add a great deal to the games you play. You can create your own Military Order of Battle Titans, and trace its history through an entire campaign. Between battles, Titans may be repaired or re-equipped, and as crews become increasingly experienced, they turn from green recruits into battle-hardened aces.

To enjoy a campaign to the full, we suggest that you make a permanent model for each Titan in your Order, with the appropriate weapon mix and painted in the colours you devise. You may find that there aren't enough plastic Titan models for your purposes in this box, but don't worry. *Citadel Miniatures* produce extra Titans in both plastic and metal for just this purpose - you should be able to find them in the shop where you bought this game. If you haven't tried painting models before, there is a short introductory guide at the end of the rules, and Games Workshop's monthly magazine *White Dwarf* carries regular articles on painting and modelling.



"The day will not save them.
And we own
The night"

- attributed to Warmaster Horus
before the assault on the
Imperial Palace.

THE CAMPAIGN ROSTER

At the end of this rulebook you will find a *Campaign Roster Sheet*. Permission is given to photocopy this roster for your own personal use. The roster has spaces for the following information:

Order: The name of your Order of Battle Titans;

Grand Master: Your name. You are now the Grand Master of a Military Order of Battle Titans!

Motto: The Order's sacred motto, often used as its warcry as the Titans enter battle. The motto can be as short or as long as you like, after all, you're the Grand Master and you decide these things! For example, the motto of the Order *Imperial Eagles* is "Let the enemies of the Emperor beware!"; while the Order *Destructio*, led by the eccentric Grand Master Wilson, use the chant "Big Death, **Big Death, BIG DEATH!**"

Forge World: The name of the planet where the Order is based when it is not fighting. If you get stuck for a name, just use the name of the street or town where you live, suffixed by the number of your house. For example, if you lived at 4 Albert Road, Glasgow, you could name your Order's Forge World 'Albert IV' or 'Glasgow IV'.

Honour Points: Use this section to keep track of the Order's current Honour Points total. Basically, the order will gain Honour Points for winning battles, and lose them for losing battles. An Order's current Honour Points total directly affects its chance of receiving new equipment - in the harshly efficient Imperium no-one wastes new equipment on losers!

Armoury Points: The Order's current Armoury Points total. Between games you will get the chance to collect *Armoury Points*, which can be used to repair damage to your Titans and buy new Titans and equipment. You don't have to spend Armoury Points straight away, you can save them up if you wish. Any saved Armoury Points are recorded in this section of the roster.

Titans: This is the most important part of the roster. Each line in this space records all the details of *one* of the Order's Titans - Variant, Battle Rating, crew experience, crew skills, modifications and devices, etc.

Support Missiles: There is a space for each type of missile. Use this space to record the number of each type of missile which the Order has available, and cross them off as you use them. You may *only* use support missiles which your Order has available.

Use a pencil to fill in the roster - things change all the time, so you'll need to be able to rub entries out and amend them. Alternatively, cover the roster in clear plastic and use a wipe-off marker.

CREATING THE ORDER

BUYING TITANS

You have 10,000 points with which to set up your Order. You can buy any of the pre-generated Titans from the Data Cards, or use ones you have designed yourself. An Order must have at least 8 Titans. Any support missiles are also bought from these 10,000 points. You don't have to spend all 10,000 points if you don't want to - any points left over go into the current Armoury Points total. Be sure to record all your Order's Titans and support missiles on your Campaign Roster.

Choosing the Titans for your Order involves some far-reaching decisions, so don't be hasty. Try to make sure that you have a good selection of Titans with differing Battle Ratings and armament, so that when you play a game you can always call on the right Titans for the job.

Once you have picked your Titans, record the information on the Campaign Roster, and record any left-over points in the Armoury Points section.



CREW EXPERIENCE

Next, you must generate the experience level of each of your Titan crews. Generate one crew for each Titan in the Order, writing their experience levels down on a piece of scrap paper, and then allocate them to the Titans as you see fit. If you are using painted Titans, it should be easy to tell which one is which. If you are using unpainted Titans, or if you have difficulty telling your painted Titans apart, put a small numbered sticker (available from most stationers) on the base of each one.

Crews can either be *Green*, *Experienced*, *Veteran*, *Elite* or *Ace*. When you are creating an Order, the experience level of each crew is worked out randomly. After that their experience level will depend on how many *Experience Points* they have.

When you are setting up an Order, roll once on the *Crew Experience Chart* for each Titan in your Order. Note down the Experience Level and Experience Points for each crew, and as you allocate each crew to a Titan, fill in the appropriate boxes on the Campaign Roster.

Note that you can never get Elite or Ace crews when setting up an Order - this level of competence only comes with many battles!

CREW EXPERIENCE TABLE

2D6 Roll	Experience Level	Experience Points
2-5	Green	0
7-10	Experienced	2
11-12	Veteran	5

HONOUR POINTS

All Orders have 0 Honour Points when they are first set up. Rules for how Honour Points are gained and used are given later.

NAME, FORGE WORLD, ETC

All the other details on the Campaign Roster are left for you to fill in. This is your opportunity to give your Order of Titans an individual identity and character of its own!



CAMPAIGN SCENARIOS

Having created your Order of Titans, the next step is to send them into battle! Use the *Random Scenarios* rules, but decide the BFL each time by rolling a D6 and multiplying the score by 1,000. The Titans you use must come from your Order and nowhere else! Support Missiles may be used, but must be selected from those available on the Order's Campaign Roster - you don't get a 10% bonus to spend on support missiles in the campaign game.

CREW CASUALTIES

In the campaign game, it is important to keep track of what happens to the crew of a destroyed or disabled Titan. Is the crew killed, or do they survive to fight another day in another Titan?

As previously stated, a Titan is destroyed or disabled by *Catastrophic Damage* to its Mind Impulse Units, Legs or Reactor. The effects of this on the crew are as follows:

MIND IMPULSE UNITS

Catastrophic Damage to a Titan's Mind Impulse Units causes a surge of feedback through the MIUs - and, of course, through the minds of the crew. This is nearly always fatal, and those who survive suffer severe brain damage. Catastrophic Damage to the MIUs effectively destroys the Titan's crew - strike them from the Campaign Roster.



LEGS

There are few more impressive sights in war than the sight of a Titan losing a leg. The metal giant totters for a few seconds, stabilising jets overload themselves trying to compensate, and finally the sixty-foot figure comes crashing down like a felled tree. The stabilising jets buy a few vital seconds before they burn themselves out, and there is a good chance that the crew will be able to eject in this time. When a Titan suffers Catastrophic Damage to the Legs, the player rolls a D6:

- 1 Crew failed to eject. Roll again:
 - 1-5 Crew survive; roll on *Escape Table 3*.
 - 6 Crew killed; delete from Campaign Roster.
- 2-6 Crew ejected safely. Roll on *Escape Table 1* and see *Ejecting*, below.

REACTOR

Plasma reactors are old-fashioned, crude and dangerous. When a Titan's plasma reactor suffers Catastrophic Damage, it will become unstable almost instantly, and begin an unstoppable and spectacular meltdown. The crew's only hope is to eject and get far enough away from the Titan before the reactor explodes. When a Titan suffers Catastrophic Damage to the Reactor, the player rolls a D6:

- 1-4 Crew killed; delete from Campaign Roster.
- 5-6 Crew ejected safely. Roll on *Escape Table 1* and see *Ejecting*, below.

OTHER DAMAGE

The crew is *only* affected by Catastrophic Damage to the Mind Impulse Units, Legs or Reactor. Any other damage to a Titan has no effect on the crew.

EJECTING

All Titans are fitted with ejector systems, so that the crew can escape from a destroyed or disabled Titan. When the ejector mechanism operates, all crew members are automatically moved from their battle stations to the main cabin in the head of the Titan. This then disengages from the body and flies away from the battle zone using its built-in drives and anti-grav units.

A successful eject doesn't necessarily mean that the crew will survive the battle, however; the detached cabin must run a gauntlet of fire to make it back to base. When a crew ejects successfully, refer to the *Escape Table 1*.

SWITCHING OFF

If a player decides to switch off the ignition on a Titan, the crew will automatically eject at this point, and will not suffer any adverse effects for damage inflicted on the Titan later in the battle. Roll on *Escape Table 1*.

SELF-DESTRUCT

When a crew ejects, they may rig their Titan to self-destruct if the player wishes. When a player exercises this option, he rolls a D6:

- 1 *Phut!* The Titan fails to self-destruct. Treat as 'switched off'.
- 2-6 *Ka-Booom!* The Titan immediately explodes, just as if the reactor had suffered *Catastrophic Damage*.

ESCAPE TABLES

D6 Result

Roll

Table 1

- 1-2 The Ejector System is damaged. Roll on Table 2.
- 3-6 The crew escapes successfully.

Table 2

- 1 The Ejector System is destroyed by enemy fire. The crew cannot escape. There are no survivors. Delete the crew from the Campaign Roster.
- 2-4 The Ejector System is damaged by enemy fire. The cabin crash-lands in no man's land. Roll on Table 3.
- 5-6 The Ejector System is damaged by enemy fire. The cabin crash-lands in friendly territory. The crew may not be used for the next two games while they recover from their injuries.

Table 3

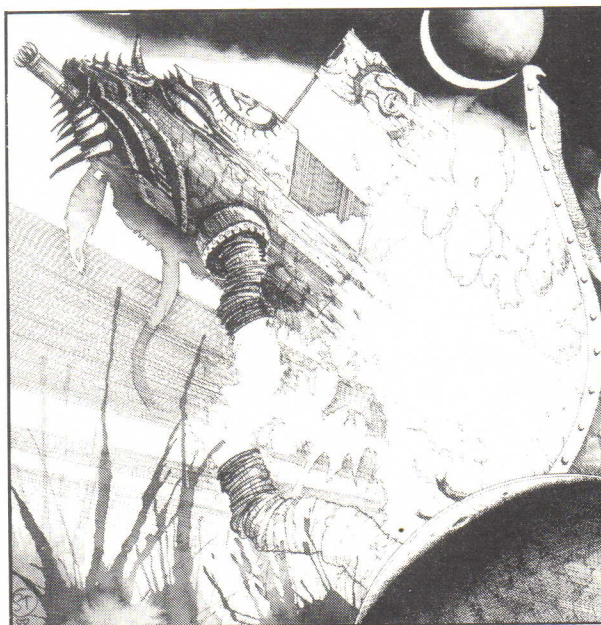
- 1 The crew is killed by enemy troops in no man's land. Delete them from the Campaign Roster.
- 2 The crew is captured by enemy troops in no man's land. Roll on Table 4.
- 3-6 The crew makes it back to friendly territory, but may not take part in the next three games while they recover from their injuries.

Table 4

- 1 The crew is killed attempting to escape. Delete them from the Campaign Roster.
- 2-4 The crew fails to escape, and is transferred to a PoW camp. For them, the war is over - delete them from the Campaign Roster.
- 5-6 The crew escapes. Roll on Table 3.

CREWS WITHOUT A TITAN

When a crew survives the destruction of its Titan, leave the crew on the roster, but erase the information on the Titan itself. When you replace the Titan, enter the data for the new Titan in this space.



A crew eject from their disabled Titan

DOWNTIME

In the campaign game, what happens *between* battles can be as important as what happens *in* battles. To handle this, we introduce *Downtime*.

Downtime takes place at the end of every battle. It is made up of a sequence of phases, which must be followed as strictly as the sequence of play in the Basic Game. Downtime must be carried out *immediately* after the battle, so that the players can witness each other's dice rolls and so on.

DOWNTIME PLAY SEQUENCE

1. Experience Phase
2. Honour Phase
3. Salvage Phase
4. Repair Phase
5. Recruiting Phase



EXPERIENCE PHASE

During this phase, experience points are awarded to each crew which survived the battle, and any changes in experience level are dealt with.

GAINING EXPERIENCE

As they survive from one battle to another, crews become more efficient. Long experience teaches them how to use their Titan to best effect, and moulds them into an increasingly effective fighting unit. To reflect this in the game, we use *experience points*.

As you have seen on the *Crew Experience Table*, all crews have a number of experience points which reflect their experience and expertise. After each battle, each surviving crew receives a number of experience points, raising its current total. When a crew's experience points total reaches a certain level, it progresses to the next experience level.

A Titan crew gains experience points as follows:

- For surviving the battle: 1 experience point
- For each kill scored: 1 experience point

KILLS

A crew scores a *kill* when their Titan makes an attack which leads directly to an enemy Titan being disabled or destroyed.

For example, if a crew made an attack and damaged the target's reactor, and subsequently the reactor malfunctioned and the target blew up, the crew would score a kill.

Similarly, if an attack hit a damaged reactor, and the Catastrophic Damage roll caused the reactor to blow up, the crew would be credited with a kill.

It is up to each player to keep track of the kills scored by each of his crews. If there is any doubt as to who gets the credit, no-one does!

INCREASING EXPERIENCE LEVEL

A crew's experience level is measured by its current experience point total, as shown on the *Experience Level Chart*. Crews cannot change experience level *during* a battle - all changes take place in the Experience Phase of Downtime.

EXPERIENCE LEVEL CHART

Experience Points	Experience Level
0 to 1	Green
2 to 4	Experienced
5 to 9	Veteran
10 to 15	Elite
16 or more	Ace

THE BENEFITS OF EXPERIENCE

So what effect does a crew's experience level have on the game?

The effects of experience are represented by *dice rerolls*. The following chart shows how dice rerolls relate to experience level:

Experience Level	Dice Rerolls
Green	nil
Experienced	1
Veteran	2
Elite	3
Ace	4

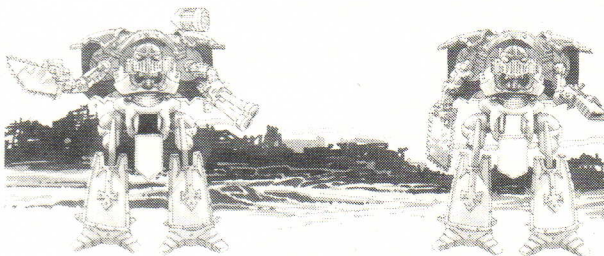
DICE REROLLS

Keep track of the number of dice rerolls available to each Titan crew in your Order. This is the number of times in each battle that you may reroll any dice roll which affects that Titan.

So, for example, you may miss a roll to hit with one of your Titans. If you have an experienced crew (and if they have any dice rerolls left for the battle!), you may ignore the first roll and try again.

Or, if an enemy Titan has just landed a successful hit, the crew of your Titan may use a reroll to force your opponent to roll again - in the hope that he'll miss this time!

Every time a crew uses a reroll, make a note of it. A crew may never use more rerolls than it actually has; some groups of players have devised particularly painful punishments for those who break this rule.



SKILLS (Optional)

When a crew reaches Ace status, it still carries on gaining experience points. Although the crew can't increase its experience level beyond Ace, the experience points are still useful, because the crew can gain *skills*.

A crew will gain one skill when it reaches 20 experience points, and one additional skill for each 10 experience points thereafter (ie at 30, 40, 50, etc).

When a crew accumulates enough experience to gain a skill, the player chooses one from the following list. Skills are recorded in the appropriate section of the Campaign Roster.

Fast Reactions: This skill allows the crew to fire one segment earlier than normal in the combat phase, but never before the First Fire segment. Any modifiers to the hit roll for the Titan's orders still apply, however. This skill may not be used if the Titan is fitted with COBRA.

Accuracy: The Titan's crew is exceptionally good at gunnery. All attacks except close combat attacks gain a +1 modifier to hit; this is cumulative with other modifiers.

Marksmanship: The Titan's crew is capable of shooting with great accuracy. You may modify the Hit Location roll by 1 point in either direction. This modifier is applied after the dice has been rolled. It does not apply to any rolls on the *Body Damage Table*.

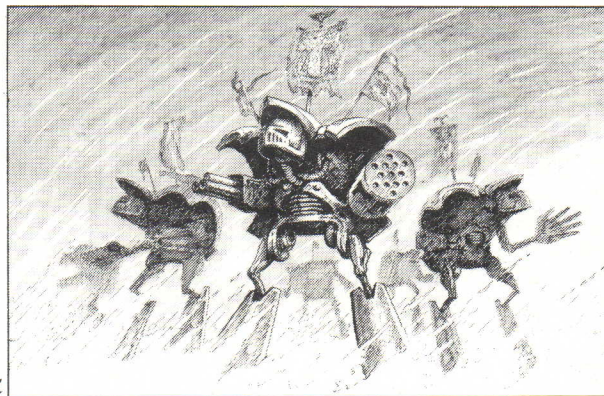
Close Combat Attack: The crew is highly adept at landing telling blows in close combat. Apply a +1 modifier to hit to any attacks made with close combat weapons; this is cumulative with other modifiers.

Close Combat Defence: The crew is highly adept at avoiding close combat attacks. Enemy Titans suffer a -1 modifier to hit to any attacks made with close combat weapons against this crew; this is cumulative with other modifiers.

Damage Control: The crew react quickly and efficiently to minimise damage to their Titan. Apply a +1 modifier to any Repair rolls.

Very Lucky: This skill is used in conjunction with a reroll, and may only be used *once* per game. Use the reroll as normal, but don't roll the dice. Instead, you may *choose* what number is rolled on the dice.

Natural Leader: This skill may only be used *once* per game. In the End Phase of a turn you may decide who will be the First Player for the next turn.



SALVAGE PHASE

The battlefield can provide rich pickings for the Forge Master of a Military Order, as precious spares can be salvaged from disabled Titans.

A player may salvage from a battlefield at the end of a battle *only* if his Order is in sole possession - that is, if he has at least one operational Titan on the battlefield, *and* his opponent has *no* operational Titans on the battlefield. An Order may lose a battle and still command the battlefield at the end of it.

The salvage potential of a Titan depends on the level of damage that it has suffered:

Intact: 'Switched-off' Titans may be salvaged whole. The Titan may either be repaired (see below), or any intact weapons, Void Shield Generators and Mind Impulse Units can be stripped out and fitted to other Titans.

Legs: Titans which have suffered Catastrophic Damage to the Legs may yield any intact weapons, VSGs and MIUs as spare parts for other Titans.

Mind Impulse Units: Titans which have suffered Catastrophic Damage to the MIUs may either be repaired (see below), or stripped of any intact weapons and VSGs as spare parts for other Titans.

HONOUR PHASE

Your Order receives 2 Honour Points for a Major Victory and 1 Honour Point for a Minor Victory. The Order *loses* 1 Honour Point for a defeat. An Order's Honour Point total can never fall below zero.

Honour Points reflect the Order's fighting reputation, and the esteem in which it is held by the rest of the Imperium. You will find it easier to requisition new equipment if your Order has a high Honour Points score - see *Requisitioning*.





SALVAGING DEVICES

Cameleoline: Cameleoline may never be salvaged from a Titan, although if a Titan equipped with Cameleoline can be repaired, the Cameleoline functions as normal.

COBRA: Titans which have been 'switched off', or which have suffered Catastrophic Damage to the Legs, can be stripped of COBRA if they are equipped with it. Catastrophic Damage to the MIUs automatically burns out the COBRA device, and Catastrophic Damage to the Reactor (or self-destruction) destroys the COBRA along with everything else.

Jump Packs: Titans which have been 'switched off', or which have suffered Catastrophic Damage to the MIUs, may be stripped of Jump Packs if they are equipped with them. Jump Packs are destroyed if the Reactor or the Legs suffer Catastrophic Damage, or if the Titan self-destructs.

RELAY: Titans which have been 'switched off', or which have suffered Catastrophic Damage to the Legs, can be stripped of RELAY if they are equipped with it. Catastrophic Damage to the MIUs automatically burns out the RELAY device, and Catastrophic Damage to the Reactor (or self-destruction) destroys the RELAY along with everything else.

SALVAGE CONDITION

Roll on the *Salvage Table* for each part that is salvaged:

SALVAGE TABLE

D6 Roll	Result
1 or less	The part no longer works, and must be discarded.
2-6	The part is in working order, and may be used.

The roll is made with a -2 modifier when dealing with parts taken from enemy Titans.

If you decide to repair a Titan with destroyed MIUs, roll once for the *whole* Titan to see if it is repairable.

REPAIR PHASE

Damaged Titans may, of course, be repaired. This may be done with parts salvaged from other Titans, or with new parts requisitioned from the Adeptus Mechanicus (see *Requisitioning*).

SPARE PARTS

Salvaged spare parts can be used to repair damaged Titans, or to improve undamaged Titans.

Void Shield Generators can be used to replace destroyed VSGs, or to increase a Titan's number of Void Shields. Note that a Battle Titan may never have more than 6 Void Shields.

Weapons may be mounted on any spare location, either to replace destroyed weapons or to increase the Titan's armament. Note that you may *not* split the barrels from a salvaged multi-barrelled weapon among several different locations, nor use them to increase the number of barrels an already-fitted weapon has.

Mind Impulse Units may be used to replace any MIUs that were destroyed by Catastrophic Damage.

Devices may be fitted to any Titan that is not already equipped with them. Note, however, that COBRA cannot be fitted to a Titan whose crew has the *Fast Reactions* skill.

Support Missiles may be added to the Order's Armoury and used as required.

POINTS COSTS

Salvaged weapons, systems and devices are free; they do not cost the Order any Armoury Points.



REQUISITIONING

In Downtime, each Order receives a number of Armoury Points equal to 20% of the BFL for the scenario that has just been played.

During the Repair Phase of Downtime, an Order may spend any or all of its current Armoury Points to buy new Titans and new parts for existing Titans. This represents requisitioning supplies from the Adeptus Mechanicus workshops (those loyal to the Emperor or those following Horus, depending on which side your Order is on), rather than simply fitting salvaged systems to your Titans.

An Order may never 'sell' material back to the Adeptus Mechanicus in order to gain more Armoury Points. On the other hand, it doesn't have to fit everything it has onto a Titan; it can leave weapons, devices and other parts in storage on its Forge World until they are needed.

Weapons, Void Shields and Devices may be bought to improve undamaged Titans, and new missiles may be bought to add to the missile armoury.

FITTING

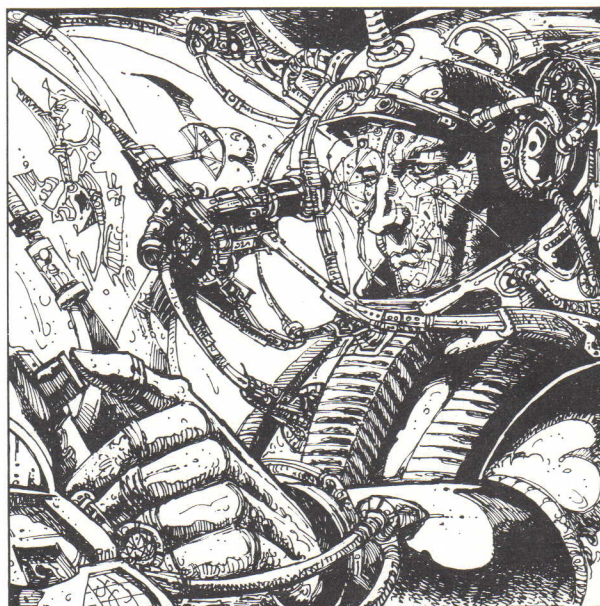
New equipment may be fitted to existing Titans, subject to the same restrictions as for salvaged equipment above.

POINTS COSTS

The cost of a **weapon** or **Void Shield** is equal its basic points value, multiplied by the Points Multiplier of the Titan it will be fitted to.

Mind Impulse Units have a cost equal to 20% of the Battle Rating value of the Titan they will be fitted to.

Devices cost an amount equal to the difference between the Titan's Battle Rating before and after the device is fitted. For example, a Battle Titan with a Battle Rating of 600 is to be fitted with COBRA. It has no other devices, so its Points Multiplier is 6 - the base value for Battle Titans. Adding COBRA will change its Points Multiplier from 6 to 7; this will change its Points Value to $(600/6) \times 7 = 700$ - an increase of 100 points. Therefore, in this case the COBRA device will cost the Order 100 Armoury Points.



APPEALS

Each player may try to increase the number of Armoury Points he receives in the Repair Phase by making an *Appeal* to the controllers of the Adeptus Mechanicus Workshop. A player may appeal for any number of extra points - but the more you ask for, the greater the chance that the appeal will be refused. When you make an appeal, roll on the *Appeal Table*.

APPEAL TABLE

2D6 Roll	Result
2-5	Appeal denied
6-12 +	Appeal granted

Dice Roll Modifiers

1. Add the Order's current Honour Point total to the roll.
2. Subtract 1 from the roll per 100 extra points requested. Round fractions of 100 points down.

MODIFICATIONS

Any changes to a Titan's weaponry, Void Shields or devices should be recorded in the *Modifications* section of the Campaign Roster. Note that the modifications may also change the Titan's Battle Rating and its move rates.

RECRUITING PHASE

In this phase, an Order may *recruit* new crews from those in reserve and/or training on their Forge World, but only if it has more Titans than crews. You may only recruit one crew per uncrewed Titan - you can't have spare crews sitting around waiting their turn!

Generate each new crew's experience level on the *Crew Experience Table*, but add +1 to the dice total for every 5 Honour Points your Order has collected. Fractions of 5 Honour Points don't count, so if your Order has 19 Honour Points the modifier is 3, and if the Order has 4 Honour Points the modifier is 0.

A modified score of more than 12 is counted as a 12 - you can't recruit crews of a higher level than Veteran.



Assault on the Imperial Palace.

THE SEQUENCE OF PLAY

1. ORDER PHASE
2. MOVEMENT PHASE
 - i. Charge
 - ii. Advance
 - iii. First Fire
3. REPAIR PHASE
 - i. Downed Void Shields
 - ii. Damaged Systems
 - iii. Damaged Systems Malfunction Rolls
4. COMBAT PHASE
 - i. First Fire
 - ii. Advance
 - iii. Charge
 - iv. Close Combat
5. END PHASE

REPAIR ROLLS

Void Shields Roll 1D6: 1-4 - No Effect, 5-6 - Shield Repaired.

Damaged Systems Roll 1D6: 1-4 - No Effect, 5-6 - System Repaired.

Malfunction Roll Roll 1D6: 1-5 - No Effect, 6 - Catastrophic Damage

Add 1 to the dice roll if the Titan has *Damage Control* orders.

ORDERS



First Fire: The Titan may not move, apart from turning up to 45° in place. During the combat phase, Titans with *First Fire* orders attack first, with a +1 modifier to hit.



Advance: The Titan may move up to its Advance distance in the movement phase, making up to four 45° turns during the move; or it may move a similar distance in reverse, making only one turn of up to 45°. Titans with *Advance* orders attack after Titans with *First Fire* orders, and before Titans with *Charge* orders.



Charge: The Titan moves before Titans with *First Fire* or *Advance* orders, and may move up to its Charge distance. Only one 45° turn may be made, Titans with *Charge* orders attack last in the combat phase, and suffer a -1 modifier to hit when they make a ranged attack.



Damage Control: The Titan may not move, turn or fire, but all Repair Rolls are modified by +1. Any attacks on the Titan receive a +1 modifier to hit.

Cumulative Damage Roll 1D6 for each location taking two or more hits: 1-3 - no effect, 4-6 - Catastrophic damage

WEAPONS TABLE

Weapon	Range Short	Long	To Hit Roll. Short	Long	Critical Hit Roll
Heavy Weapons					
Auto-Cannon	36cm	72cm	5+	6+	6+
Las-Cannon	30cm	60cm	4+	6+	4+
Multi-Launcher	36cm	72cm	4+(B)	6+(B)	5+
Multi-Melta	12cm	-	5+	-	3+
Plasma Gun					
- Sustained	20cm	-	6+(F)	-	6+
- Maximal	36cm	72cm	4+	6+	5+
Very Heavy Weapons					
Defence Laser	72cm	-	3+(B)	-	2+
Macro-Cannon	72cm	-	3+(B)	-	3+
Plasma Cannon					
- Sustained	20cm	-	4+(F)	-	6+
- Maximal	36cm	72cm	3+(B)	6+(B)	3+

CLOSE COMBAT WEAPONS TABLE

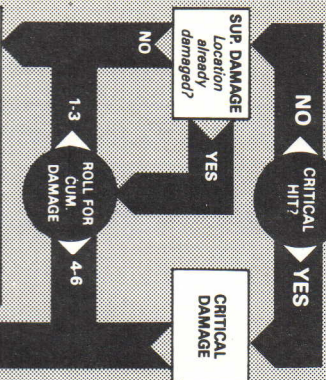
Close Combat Weapon	To Hit Roll	Damage
Power Fist	4+	1-3 Critical Hits (Roll a D6: 1-2 = 1 Critical Hit, 3-4 = 2 Critical Hits, 5-6 = 3 Critical Hits.)
Chain Fist	3+	1-2 Critical Hits (Roll a D6: 1-3 = 1 Critical Hit, 4-6 = 2 Critical Hits.)
Las-cutter	2+	1 Critical Hit
Improvised	5+	1 Critical Hit

Note that close combat 'to hit' rolls are *never* modified for the Attackers orders.

Modifiers to hit: Attacker has *First Fire* orders: +1; Attacker has *Charge* orders: -1; Target has *Damage Control* orders: +1; Target is in *Cover*: -1.

1.3 WEAPONS

- 1 LEFT ARM
- 2 RIGHT ARM
- 3 CARAPACE - Roll again: 1-3 left, 4-6 right



DAMAGED

The weapon location (left arm, right arm or carapace) is damaged, and *all* weapons mounted on that location are unusable until it is repaired.

REPAIR ROLLS

You may attempt to repair a damaged weapon location during each repair phase. Only one repair roll is necessary for the entire location and all weapons mounted on it. Destroyed weapon locations may *not* be repaired, and cannot suffer Catastrophic Damage.

DESTROYED

All the weapons in the location hit are destroyed. Remove them from the model. Any further hits to this location are applied to the *Body* instead.

4,5

1-3

VOID SHIELD GENERATORS

DESTROYED

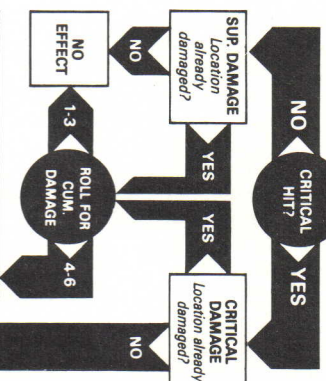
The Titan's Void Shields Generators have been destroyed. All Void Shields are knocked down, and may *not* be repaired. The Titan is without Void Shields for the rest of the game. Count any further *Void Shield Generators Destroyed* results as *Reactor* hits instead.



BODY

4,5

MIND IMPULSE UNIT

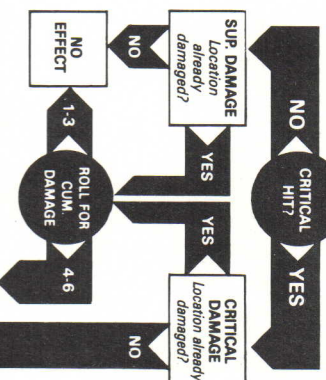


CATASTROPHIC DAMAGE

The Mind Impulse system of the Titan goes haywire, overwhelming the crew with a host of random terrifying images. The luckiest members of the crew are killed instantly by psychic shock, the rest are reduced to gibbering lunatics. The Titan grinds to a halt and is considered to be destroyed.

6

REACTOR



CATASTROPHIC DAMAGE

The reactor vessel is fractured, and a violent meltdown occurs. The Titan is vaporized, and all units within 8cm must roll for damage as if hit by a Plasma Cannon firing on *maximal*.

DAMAGED

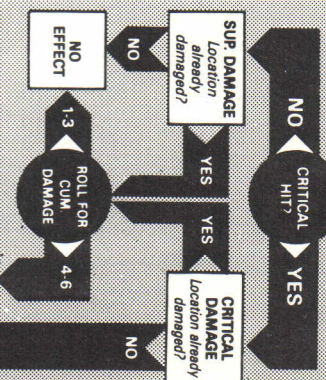
Power output from the reactor is reduced to a mere trickle. All available power is being channelled into the auto-repair systems. The Titan may not be given any orders until the reactor is repaired, and therefore cannot move or fire. Even *Damage Control* orders are not allowed until the reactor is repaired, since there is not enough power for the additional damage control systems.

REPAIR ROLLS

You may attempt to repair a damaged reactor during each repair phase. Always roll to repair the reactor *before* you attempt to repair anything else - if you fail to repair the reactor, you may not make any other repair rolls. Since you must roll to repair Void Shields before any other system, this means that the Void Shields may not be repaired until the turn *after* the reactor has been repaired.

6

LEGS



CATASTROPHIC DAMAGE

One leg gives way and the Titan crashes to the ground. Unable to move, and with most of the crew either dead, seriously injured or unconscious, the Titan is considered to be destroyed.

DAMAGED

The Titan may no longer be given *Charge* orders. If it is given *Advance* orders, it may only make one 45° turn during the course of the move. It may still make a 45° turn if it is given *First Fire* orders.

REPAIR ROLLS

Damaged legs may *not* be repaired.



DESIGNING TITANS - ADVANCED RULES

POINTS COSTS

Weapon	Points Cost
Heavy Weapons	
Auto-Cannon	5
Las-Cannon	15
Multi-Launcher	15
Multi-Melta	5
Plasma Gun	10
Very Heavy Weapons	
Defence Laser	30
Macro-Cannon	25
Plasma Cannon	20
Close Combat Weapons	
Chain Fist	10
Las Cutter	5
Power Fist	10
Void Shield	10
Device	add 1 to Titan's Points Multiplier

MOVEMENT RATES

Number of Barrels	Advance Move Rate	Charge Move Rate
1-4	10cms +	20cms +
5-8	8cms	16cms
9-12	7cms	14cms
13-16	6cms*	12cms*

*Titans with more than 12 barrels are very heavy, cumbersome and unmanoeuvrable. When they have *Advance* orders, they may make no more than *two* 45° turns; both turns may be made together if desired. If they have *Charge* orders, they may still make one 45° turn, but it may only be made at the *end* of the move.

+ Titans with less than 5 barrels are *highly manoeuvrable*. If they have *charge* orders, they may make *two* 45° turns; both turns may be made together if desired.

FORCE TABLE - ADVANCED RULES

Force Level	1000	2000	BFL	3000	4000	5000	6000
I	750	1500	2250	3000	3750	4500	
II	1000	2000	3000	4000	5000	6000	
III	1250	2500	3750	5000	6250	7500	

Notes:

1. It is possible (highly likely, in fact) that the players will not have an equal number of points to spend.
2. To calculate Force Level from a BFL which is not on the table, apply the following formula: *Force Level I* is $\frac{3}{4}$ the BFL, *Force Level II* is equal to the BFL, and *Force Level III* is $1\frac{1}{4}$ times the BFL.

SUPPORT MISSILES - ADVANCED RULES

Missile Type	Range		To Hit Roll		Critical Hit Roll	Points Cost
	Short	Long	Short	Long		
Blind	72cms	-	2+	-	none	50
Haywire	36cms	72cms	3+	5+	see notes	50
Mine Dispenser	72cms	-	2+	-	none	100
Plasma	72cms	-	4+	-	3+	100
Stasis	36cms	72cms	3+	5+	see notes	50
Vortex	36cms	72cms	4+	6+	see notes	150
Warp	36cms	72cms	4+	6+	see notes	100

Warp Missile Damage Table

Dice Roll Damage Inflicted

- | | |
|-----|--|
| 1 | Superficial Damage |
| 2-5 | Critical Damage |
| 6 | The missile explodes partially inside the target, inflicting <i>two</i> critical hits. |

Blind Markers

Roll a D6 for each marker during the Repair Phase. It is removed on a roll of 1.

Field Table

Roll once for each Vortex Field or Stasis Field during the Repair Phase.

- | | |
|-----|--|
| 1-2 | The field dissipates. Remove the marker from the table. |
| 3-4 | The field stays in place. |
| 5-6 | The field moves 2D6cm in a random direction - use the deviation procedure for this. A Stasis Field will stop if it comes into contact with a Titan, a Vortex Field will not. |

EFFECTS OF CATASTROPHIC DAMAGE ON CREW

Location	Effect
Mind Impulse Units	Crew destroyed
Legs	Roll D6: 1 Crew failed to eject. Roll again: 1-5 Crew survive; roll on <i>Escape Table 3</i> . 6 Crew killed. 2-6 Crew ejected safely. Roll on <i>Escape Table 1</i> .
Reactor	Roll D6: 1-4 Crew killed. 5-6 Crew ejected safely Roll on <i>Escape Table 1</i> .
Other	No effect

SELF-DESTRUCT

Roll D6:

- 1 *Phut!* The Titan fails to self-destruct. Treat as 'switched off'.
- 2-6 *Ka-Booom!* The Titan immediately explodes, just as if the reactor has suffered Catastrophic Damage

ESCAPE TABLES

D6 Roll Result

Table 1

- 1-2 The Ejector System is damaged. Roll on Table 2.
- 3-6 The crew escapes successfully.

Table 2

- 1 The Ejector System is destroyed by enemy fire. The crew cannot escape. There are no survivors. Delete the crew from the Campaign Roster.
- 2-4 The Ejector System is damaged by enemy fire. The cabin crash-lands in no man's land. Roll on Table 3.
- 5-6 The Ejector System is damaged by enemy fire. The cabin crash-lands in friendly territory. The crew may not be used for the next two games while they recover from their injuries.

Table 3

- 1 The crew is killed by enemy troops in no man's land. Delete them from the Campaign Roster.
- 2 The crew is captured by enemy troops in no man's land. Roll on Table 4.
- 3-6 The crew makes it back to friendly territory, but may not take part in the next three games while they recover from their injuries.

Table 4

- 1 The crew is killed attempting to escape. Delete them from the Campaign Roster.
- 2-4 The crew fails to escape, and is transferred to a PoW camp. For them, the war is over - delete them from the Campaign Roster.
- 5-6 The crew escapes. Roll on Table 3.

DOWNTIME PLAY SEQUENCE

1. Experience Phase
2. Honour Phase
3. Salvage Phase
4. Repair Phase
5. Recruiting Phase

CREW INITIAL EXPERIENCE TABLE

2D6 Roll	Experience Level	Experience Points
2-5	Green	0
7-10	Experienced	2
11-12	Veteran	5

GAINING EXPERIENCE

- For surviving a battle: 1 experience point
- For each kill scored: 1 experience point

EXPERIENCE LEVEL CHART

Experience Points	Experience Level	Dice Rerolls
0 to 1	Green	nil
2 to 4	Experienced	1
5 to 9	Veteran	2
10 to 15	Elite	3
16 or more	Ace	4

SALVAGE TABLE

D6 Roll Result

- 1 or less The part no longer works, and must be discarded.
- 2-6 The part is in working order, and may be used.

The roll is made with a -2 modifier when dealing with parts taken from enemy Titans.

If you decide to repair a Titan with destroyed MIUs, roll once for the *whole* Titan to see if it is repairable.

APPEAL TABLE

2D6 Roll Result

- 2-5 Appeal denied
- 6-12+ Appeal granted

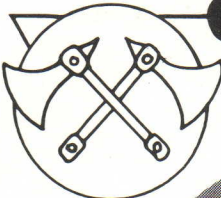
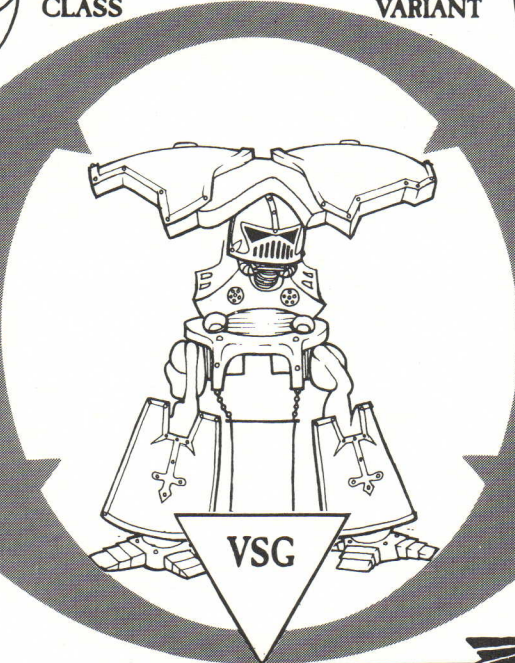
Dice Roll Modifiers

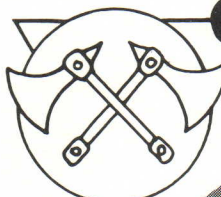
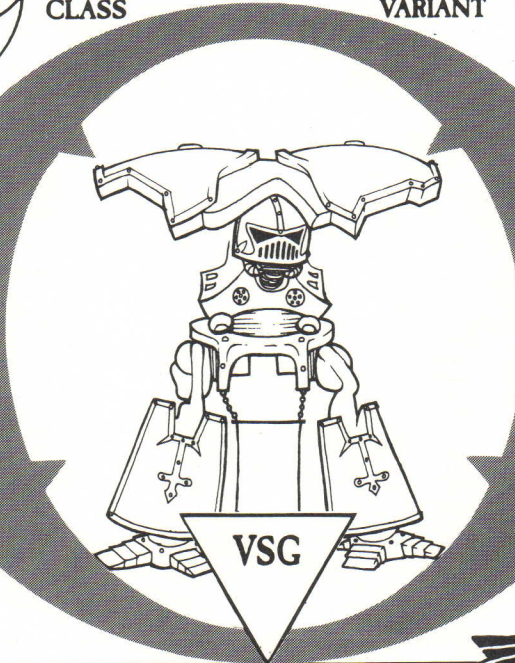
1. Add the Order's current Honour Point total to the roll.
2. Subtract 1 from the roll per 100 extra points requested. Round fractions of 100 points down.

TITAN DATA SHEETS

THESE BLANK DATA SHEETS ARE FOR YOU TO FILL IN WITH THE DETAILS (WEAPONS, VARIANT BADGES, VSG, ETC) OF ANY TITANS YOU DESIGN YOURSELF. PERMISSION IS GRANTED FOR YOU TO PHOTOCOPY THEM FOR PERSONAL USE ONLY.

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Battle Titan		
	Warlord · CLASS	VARIANT
Right		Left
Carapace		Carapace
Arm		Arm
Speed		Battle Rating
REMARKS -		

Battle Titan		
	Warlord · CLASS	VARIANT
Right		Left
Carapace		Carapace
Arm		Arm
Speed		Battle Rating
REMARKS -		

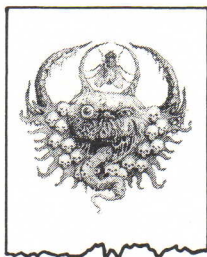
PAINTING YOUR TITANS

It takes a fair degree of patience and practice to achieve the best results with your Titan, but ultimately you will find that your efforts are rewarded. Even if you are an experienced figure painter it's worth paying attention to the notes below - if you treat a Titan model the same way as you would treat a 25mm miniature, you'll fail to capture its dramatic scale. And don't worry if these painting guidelines seem complicated; simply follow the instructions step-by-step and you'll soon get good results.

The first thing to note when painting Titans is that the carapace, head, power fists and leg plates conform to established paint schemes; the rest of the Titan consists of bare, greasy metal, battlescarred and stained by the weather. The tops of carapaces are painted with different camouflage patterns depending on the terrain in which the Titan is operating. The colours of the head, power fists and leg plates vary from Order to Order, and are used to show the allegiance of the Titan.

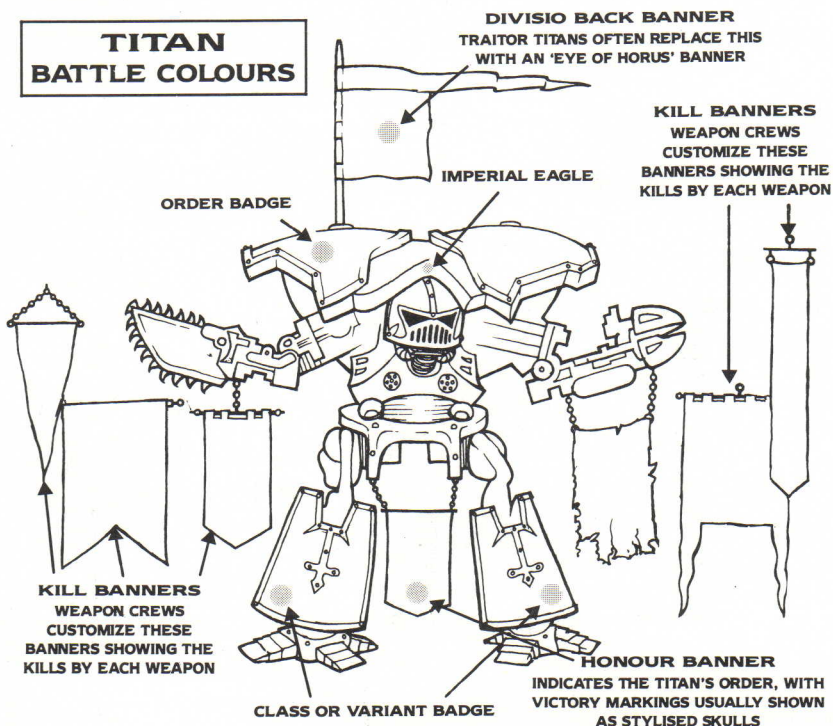
Titans also display both official and customized banners and badges. The models in **Adeptus Titanicus** are Warlord Titans, the Battle Titans most common in the Orders of the Divisio Militaris. All Titans of the Divisio Militaris fly the Divisio banner from

their carapace. The Order to which the Titan belongs is indicated by a badge painted onto the right side of the carapace, repeated on the honour banner hung between the Titan's legs. The honour banner is also the location for the Titan's victory markings - usually small skulls added to the banner each time the Titan wins a battle, larger skulls for major victories. The variant of the Titan (eg Night Gaunt or Nemesis) is marked by a badge painted onto the leg plate. Finally, unofficial kill banners may be hung by crew members from beneath the Titan's weapons to show how many enemy Titans have been destroyed by each weapon.



Rebel Titans, followers of the Warmaster Horus, sometimes replace their original Imperial insignia with Horus' eye symbol, invariably painted black. Their old insignia may be painted over with the Eye or with skull motifs, often using a horned skull to reflect the Rebels' allegiance to Chaos.

TITAN BATTLE COLOURS



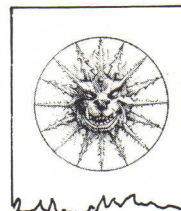
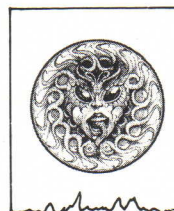
PREPARATION

Before assembly, wash the kit in warm soapy water to remove any grease from its surface. Each part of the kit has to fit together neatly, so remove any excess material (ie the small protruding pieces of plastic that often form during the moulding process). These should be trimmed with a sharp modelling knife - remember that it is safest to make cuts away from yourself. Check that the parts fit together easily and then glue them in place with polystyrene cement. Once the model is assembled, undercoat it with Skull White acrylic from the Citadel Colour paint set, diluted with water. Then leave it to dry.

You're now ready to begin painting your Titan. It's always worth using good quality brushes. Several brushes ranging from size 000 to size 3 or 4 are required; choose brushes with a fine tapering point as these will make it easier to paint detail on your models. Brushes should always be washed immediately after use and stored point upwards. You will also need a pot of water, a rag for wiping your brushes and something suitable for use as a palette. And, of course, some paints - Citadel Colour (acrylics) and Citadel Expert (inks) sets are the best to use, as the two can be easily mixed and allow you to wash your brushes in water.



Honour Banners



Chaos Back Banners adopted by the Traitor Legions after the Horus Heresy



Divisio Militaris Back Banner

PAINTING

Once you have made all your preparations and assembled the Titan, you should choose the Order to which the Titan belongs and check on the colour scheme for that Order - various Titan colour schemes can be seen in the photographs in this book and on the box, or you can invent your own for a new Order. Start at the top of the Titan, ignoring the guns for the moment. Paint small coloured shapes all over the Titan's carapace to give it a camouflage scheme. Look at the painted models in the photographs and the colour scheme illustrations for ideas. Many books on aircraft of the last two World Wars also show appropriate camouflage schemes.



Next, the carapace rim should be painted - a metallic colour is the best choice for this. The edge of the rim should be painted in either the same colour or with black and red for contrast.

By now your camouflage work should be dry. Using your finest brush or technical pen, carefully paint a small Imperial Eagle onto the front of the carapace above the head and then add the Order symbol to the right hand side of the carapace.

When the carapace is finished you can pay attention to the main body, the legs (other than the front plates), the underneath of the carapace and the weapons. Paint all of these areas black and leave them to dry. Once they are

dry, you can drybrush them to achieve a metallic effect using either Mithril Silver or Chainmail colours. To drybrush you load the brush with the colour you want and then remove most of the paint from the tip of the brush with a rag or tissue. Just leave enough paint to adhere to the raised areas of the model when the brush is briskly drawn across them. You'll get a good metallic effect but you'll probably destroy the brush in the process, so it's best to use an old or cheap brush for this.

The head, power fists and leg plates are now painted according to the Order's colour scheme. First apply the relevant base colour to the large areas. When this is dry, paint the raised rims and lines in the same manner as the carapace. Highlights on the base colours can increase the 3D effect of the model. To achieve this, mix a little white with the base colour and carefully blend it into your chosen areas. Concentrating this blending in the centre of these areas will give the best results.

Symbols and insignia are then added with your finest brush. You will find that such fine detail work is easier to paint when the pigment is diluted. However, this may make the paint more translucent, so dark colours tend to work better over the light ones. Bright colours work well when applied directly over a white undercoat, so if you require a red line on a black background it may be better to paint the line white and then apply the red paint afterwards.



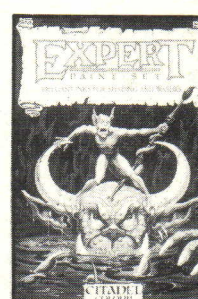
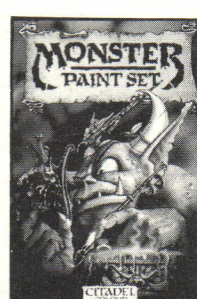
Banners should be painted with the Order's insignia, with any victory markings added and the individual kill banners suitably customized. Paint the banner designs on paper. When dry, cut them out and glue them onto wire flagpoles or fine chain hangers. Chains of this sort are available from good hobby shops, often those that cater for model boat enthusiasts.

Remember when you are painting details and banners that Titans are huge - carefully picking out tiny details will emphasize the dramatic size of the model. If you keep the Titans' size in mind all the time you are painting, your results will look even more impressive.



Finish the model by painting the base in a neutral ground tone or by covering it with a layer of sand or flock sprinkled onto glue. Using sand or flock provides you with a realistic ground texture which can then be painted with the drybrush technique. Flock is simply dyed sawdust and is also available from hobby shops.

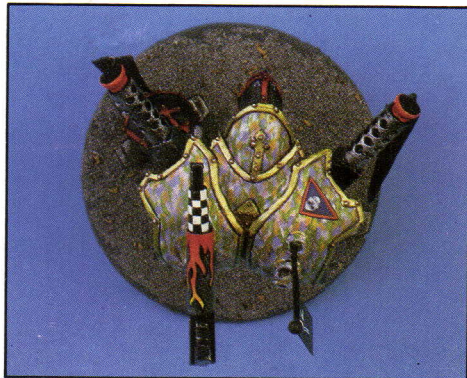
When the model is completely dry, a layer or two of varnish will protect your paintwork and prevent it being chipped and rubbed off by handling during the game. Either matt or gloss varnishes can be used and both are available from hobby shops in tins or aerosols. Allow the varnish to dry in a dust free environment.



Citadel Colour acrylic paints and inks are specially designed for painting metal and plastic miniatures. All colours are fully intermixable. Citadel Colour acrylic paints contain more pigment and less medium compared to other paints, giving denser coverage, better mixability and superb value for money. The Citadel Expert Paint Set is a range of inks specially designed to complement the Citadel acrylics. It is intended for the painter who wants to give his figures that professional finish seen in the pages of this book. The transparent layer of colour that may be added with ink is suitable for both enriching existing colours and adding a stage of shading to the base layer of Citadel acrylic. All our paint is water-based, and non-toxic, so brushes and palettes can be cleaned with water. Colours will only show properly if you undercoat your models before painting.



Above and below: Death Bringer of the rebel Deaths Heads Order. Note the Eye of Horus back banner and the two kill banners hanging from its auto-cannons.



Top view of the Death Bringer showing its Order badge and the camouflage scheme on its carapace.

Imperial and Traitor Death Bringers face each other, accompanied by Space Marines and Land Raiders. ▼



Rebel Titan of the Deaths Heads Order. Note the twelve victory markings on its honour banner and the Nemesis variant badge on its leg plate.

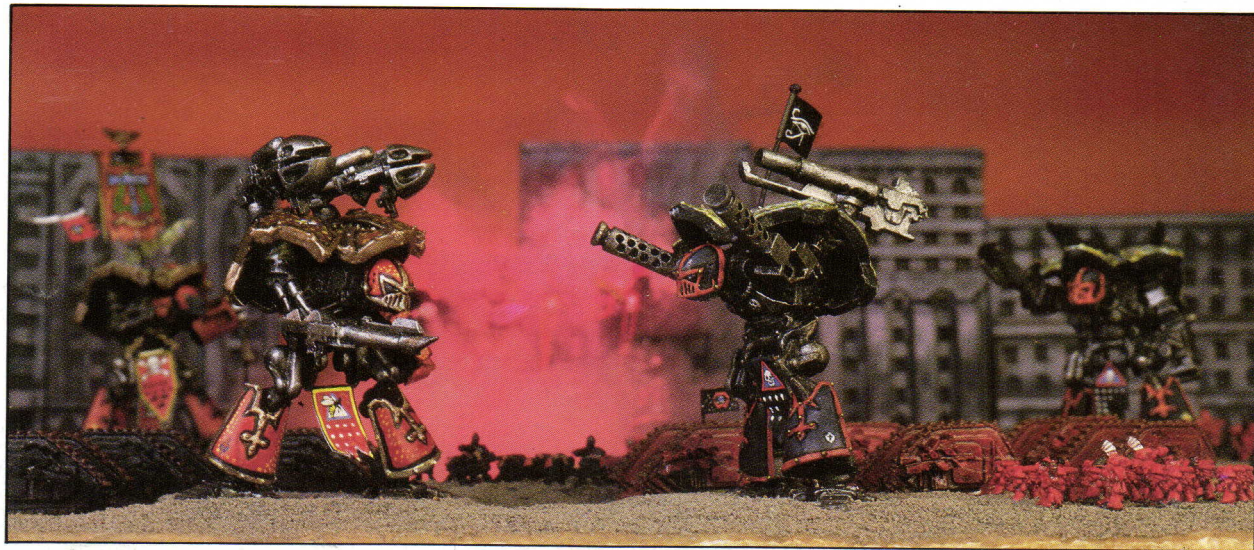
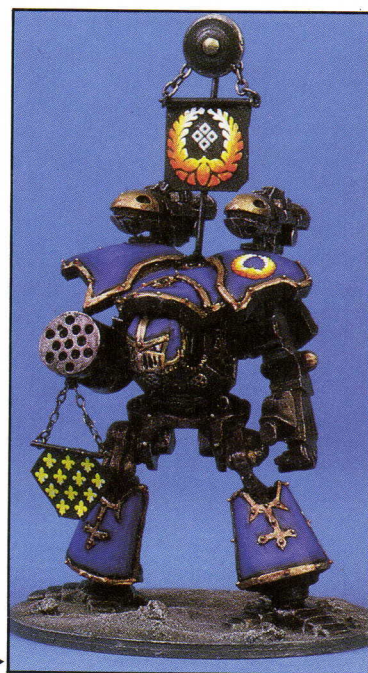


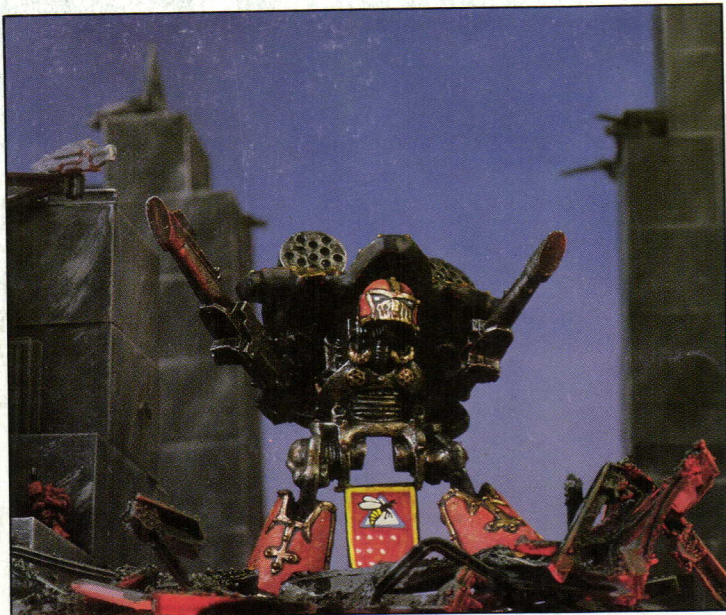
Death Bringer with Eye of Horus back banner brandishing twin auto-cannons and carapace-mounted macro-cannon.



Night Gaunt of the Deaths Heads. Notice the Night Gaunt variant badge on the Titan's leg plate.

Small heraldic decals were added to Tony Cottrell's Death Bringer Titan and then painted over with inks.





Nemesis Titan of the Fire Wasps Order. Model buildings converted from 'N' gauge model railway kits.



A squad of Ultra-Marines raise their victory banner on the wreckage of a Nemesis Traitor Titan.



A lone Death Bringer of the Fire Wasps faces Traitor Titans of the Deaths Heads Order while Imperial and Rebel Marines fight it out.



CITADELTM
MINIATURES

Above are just a few examples of the options made possible by using plastic kits, toys and scratch-built models. These can easily be customized to complement Citadel Miniatures' exciting range of scale figures.



If you enjoy this product, and want to know more about Games Workshop's world of Hobby Games, send £2.00 or US \$4.00 in cheques, money orders, stamps, or cash (at your own risk) and we'll send you the latest issue of *White Dwarf* magazine, which features articles, information, and new rules for *Adeptus Titanicus* and all our other products. Write to:
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CODEx TITANICUS



EXPANSION RULES FOR EPIC BATTLES



FLAMING SKULLS

REBEL ORDER

Base colours: Weapons/edges etc - Chaos Black. All other areas Sunburst Yellow.

Highlights: Carapace/head Sunburst Yellow/Skull White mix blended in. Weapons etc - drybrushed first with Chainmail, then with Mithril Silver.

Shading: Carapace/head - yellow ink. Legs/arms/shoulders - blended through orange to red, leaving yellow at top of area.

Camouflage scheme: Tiger stripes painted on in Blood Red, then Chaos Black painted inside, leaving red keyline round black.

CARAPACE
COLOUR
SCHEME



STORMLORDS

REBEL ORDER

Base colours: Legs - quartered Worm Purple and Skull White. Head - Worm Purple and Skull White. Body/guns/edges - Chaos Black.

Highlights: Purple highlighted by adding Skull White and blending. Body/guns/edges - drybrushed Chainmail then Mithril Silver. Black checks painted over white areas and highlighted with grey.

Shading: Purple shaded with purple ink. Metallic areas given a wash of brown/yellow ink.

Camouflage scheme: Enchanted Blue base, then a fine network of lines with blue ink. Filled in with Moody Blue, Electric Blue and Elf Grey.



CARAPACE
COLOUR
SCHEME



BAD MOON

ORK CLAN

Base colours: Main body - Goblin Green. Weapons/edges - Chaos Black.

Highlights: Goblin Green/Bilious Green mix drybrushed over the main body. Highlights picked out with Bilious Green and Skull White.

Shading: Green ink wash over green areas. Weapons - drybrushed Chainmail then Mithril Silver. Shaded with black/brown ink wash.

Camouflage areas: A tiger-stripe pattern using a mix of brown and green ink.

EVIL SUNZ

ORK CLAN

Weapons as above.

Green areas - base of Woodland Green and Chaos Black, drybrushed with Woodland Green then Woodland Green/Skull White mix. Green/yellow ink wash over top.

The symbols are painted on in Skull White and outlined with thinned black ink. The banner has been rendered on paper and attached to the gun with thin wire.



CODEX TITANICUS™

Even though you called him friend, the Traitor has forsaken you. Show no mercy even if he begs it, for his soul is tainted and given the opportunity he will betray your trust.

Those of you gathered before me have been chosen to reside within the mighty machines of the Adeptus Titanicus. Let their will guide you. Become one with them. And as they teach you, so you must teach them.

May their armour protect your body from the heretic's blasphemy, just as the litanies protect your soul. Remember as you enter battle, you are but a part of the whole.

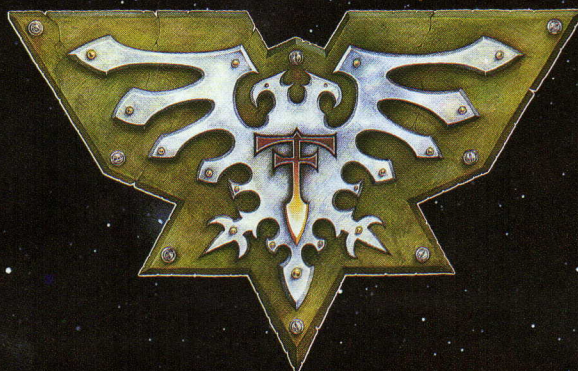
You are but one amongst millions.

Remember that your weapons are more than metal: the flame of spiritual fire burns strong in your souls and adds power to your cause. Smite those that disbelieve, for they have turned from the light and fallen.

Know that the prayers of delivery will protect you from danger, and that you have nothing to fear except misplaced mercy. Go forth with pride to glory.

- Part of a sermon made by Tech-priest Garal to War Griffons Princeps before the delivery of Yarrant III.

The Iron Eagle of the Divisio Militaris. Appears on Campaign Banners, Order Banners, vehicles and the uniforms of associated troops.





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REFERENCE SHEETS

ROSTERS

COUNTERS

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ELDAR REFERENCE SHEET

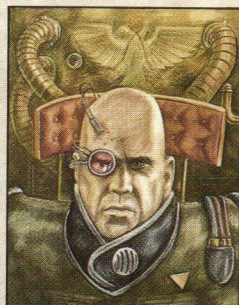
IMPERIAL REFERENCE SHEET

DETAILED DAMAGE SYSTEM REFERENCE SHEET

EPIC DAMAGE SYSTEM REFERENCE SHEET



IMPERIUM



Feeling apprehensive, Marnoc walked towards the unit's remaining Titans. In the shadow of the ravaged buildings the giant war-machines were lined up like guardsmen on parade. There was a beaten air about them, which not even the Warp Runners' centuries of traditions could counter. The Warlords were shabby and dirty, covered in the fine grey dust that rose from the plains of Tallarn during the long dry summer.

He looked up and saw several of the Adeptus Mechanicus standing on a maintenance tower beside the battered old Spirit of Victory. They were doing the final spot welds that would re-attach its damaged left arm.

One turned to look down at him as he passed. The blank glass eyes of its mask seemed to gaze at him indifferently. He waved jauntily to the Tech-priest but he had returned to contemplating the mysteries of the machine.

Beneath the waiting ranks of Titans the crews slumped atop their bed-rolls and equipment packs. Some were rolling dice, some were sprawled out asleep. The distant thumping of Mole Mortars caused sweat to run down Marnoc's back, but it concerned the crews as little as the great clouds of flies. They ignored both.

Looking at these shabby, unkempt men with their cold eyes and hard-bitten faces, Marnoc felt conspicuous and out of place. His new dress uniform and clean-shaven features marked him as a newcomer among those who had fought the long losing summer campaign against the Rebels.

He heard someone snigger, and mutter something about boys fresh in from command school. Someone made a crack about nobles of high-birth, and how it was a bad sign when a Heaven-born Princeling was sent to the front. It showed how bad things really were. Marnoc felt his face flush and he turned to confront the men. All he saw was carefully bland faces.

Marnoc rubbed the printed-circuit pattern caste tattoos on his cheek then walked on. Behind him he could hear quiet laughter. He stepped aside into an arched doorway as a full company of Space Wolves jogged by at the double, bolters held close to their armoured chests; thin, fanatic faces for once not covered by their sinister helmets. Of all those at Castra Septus only the Adeptus Astartes seemed oblivious to the possibility of defeat. The image of blank-faced military precision was somewhat dented when the last one to pass winked at him.

The new Princes made his way to the feet of the Fortunata Imperatrix; his first command. As he approached he could see the Moderati scrambling to their feet and standing to attention. He looked up;

high on the carapace were the half-visible remains of previous commanders logos etched into the armour. A crewman was painting on Marnoc's own family emblem of a silver, robotic fist. Marnoc knew that if he survived long enough then his symbol would be etched onto the Titan by the Adeptus Mechanicus. First though he would have to prove himself.

The man who had been painting absailed down the side of the machine. Marnoc saw the wires of his safety harness pull taught as he made the hair-raising descent. The painter unclipped himself and jogged over. He halted in front of the new Princes and gave Marnoc the Warp Runners' clenched fist salute.

"First Moderatus Toal, Princes, Fortunata Imperatrix," he said. "These are Hazan and Warden. Fist and Plasma respectively."

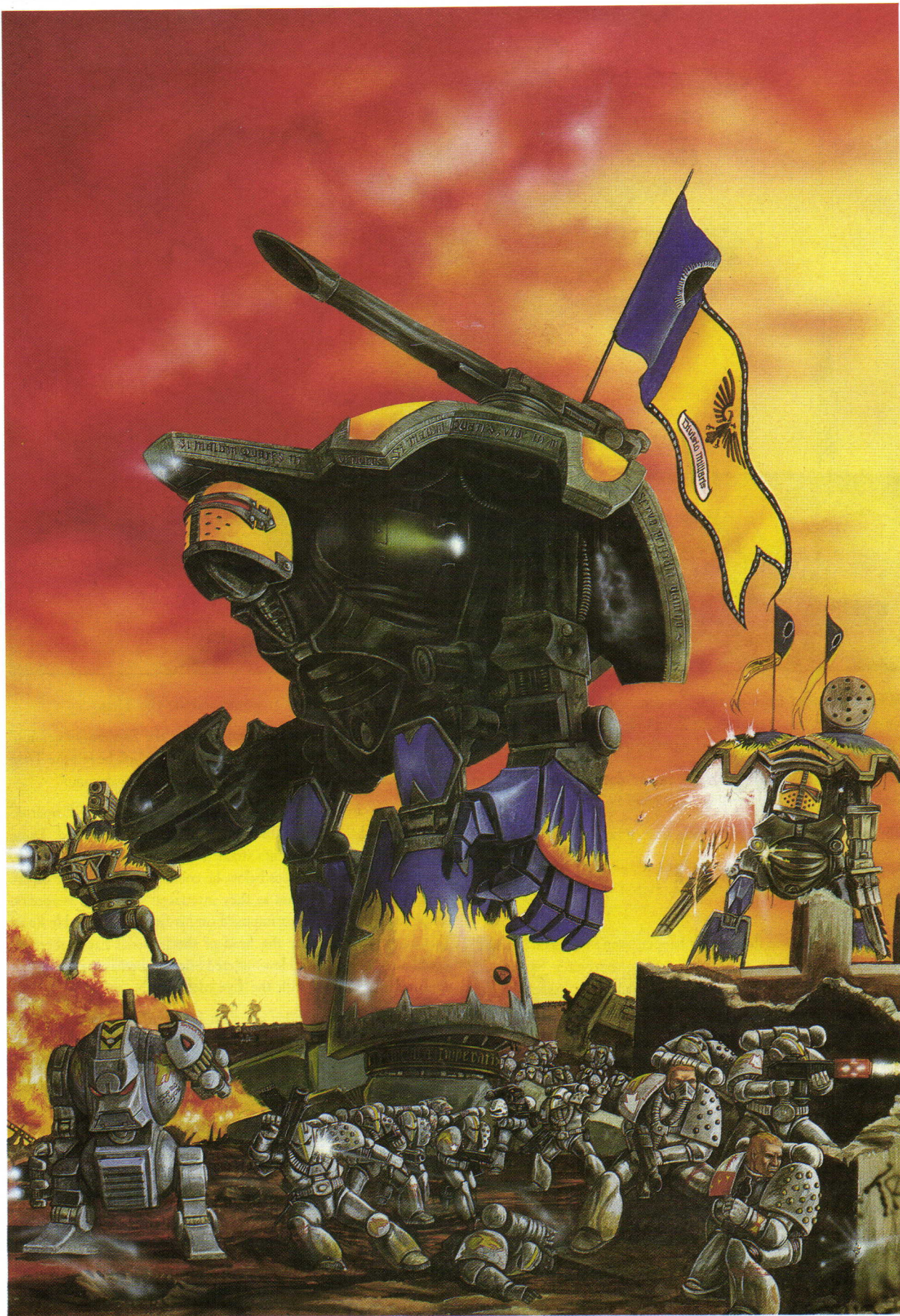
Marnoc returned the salute and introduced himself. He studied his crew carefully. They were all of a type; gaunt, wasted-looking men with pale faces and tired eyes. Marnoc guessed that they spent too much time linked to the Fortunata to get much exercise or sun. He noticed that they wore black armbands over their patched sleeves. They were in mourning.

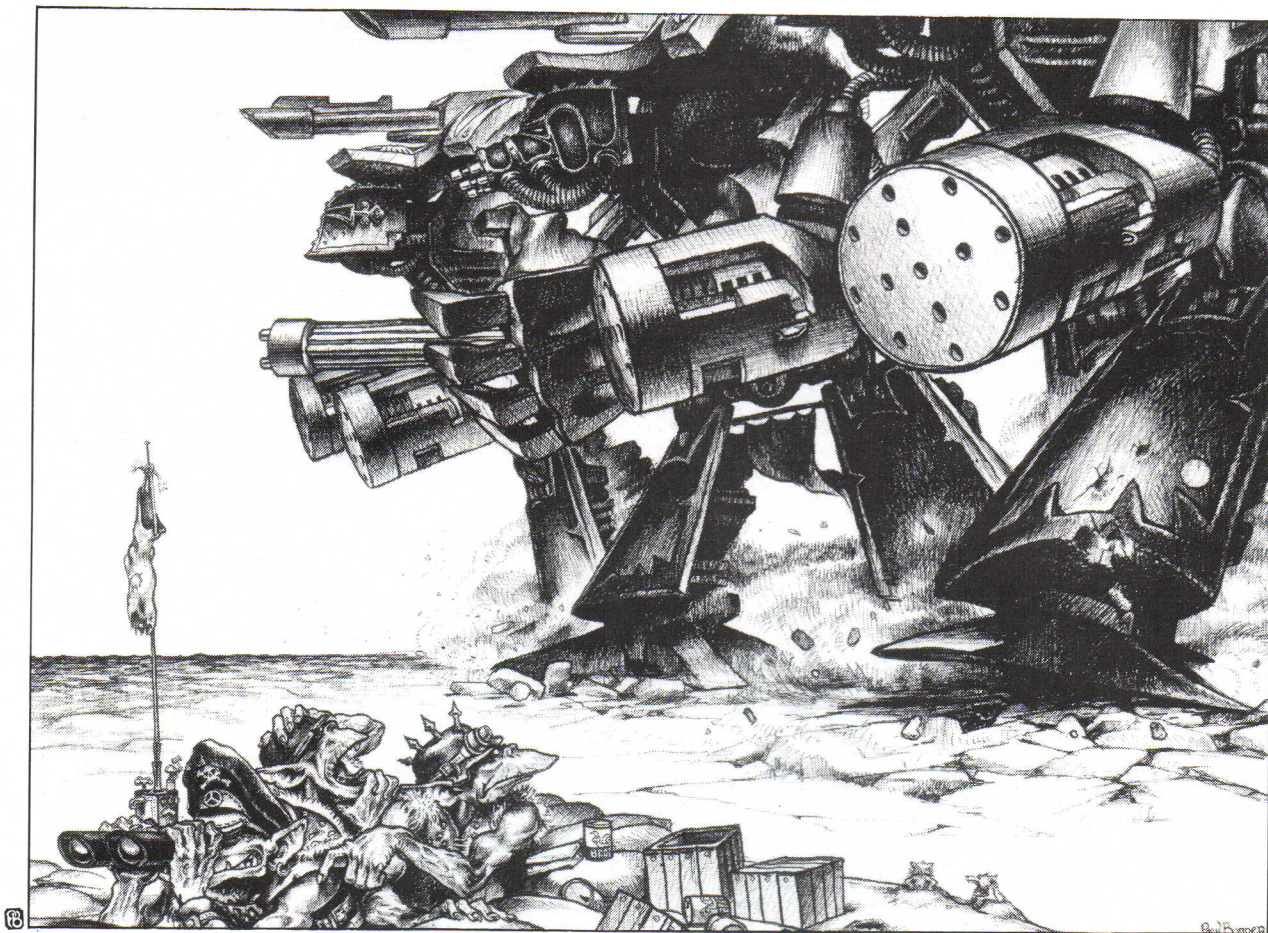
"I understand Princes Silberman was killed by a rebel sniper. I am sorry," said Marnoc.

"Father....Princes Silberman said that he always wished to die in battle, sir. We are grieved that he was killed dishonourably."

Marnoc could see that it went deeper than that. These men were lost without their leader. It was not surprising. Titan crews were notoriously close-knit, more so even than families. The ties that bound them were forged in battle and stronger than adamantium. Marnoc thought back to his childhood and adolescence in the Clone Academy in the Overcity of the Forge World. He remembered the discipline and suspicion, and the sense of apartness. He realised that in a way he envied these men.







"What's the word from up top, Princeps?" asked Hazan, a short, humorous looking character with 'Born to Smash' stencilled beneath his crew insignia. "We stompin' out today?"

"Looks like a big rebel push right across Zones Green, Blue and Grey. They're fighting in Blue right now."

Tall, feral Warden whistled, a long descending note.

"Looks bad. They could push us back to the Dust Sea. If we lose the spaceport we'll never be relieved, even if the fleet smashes the Rebel blockade."

"We'll just have to see that doesn't happen, won't we?" said Marnoc. He had intended it to sound encouraging, but when he saw the contemptuous looks that the Moderati gave him he wished he had just kept his mouth shut.

Suddenly the klaxons blared. Marnoc and the Moderati stared at each other for a moment. Then Toal turned and pulled himself up the ladder. The others followed him swiftly, leaving Marnoc standing dazed at the Titan's foot. He turned and saw that the crews of the other Titans were boarding as swiftly as possible. Men vaulted from the carapaces down hatches then slammed them closed. He could already hear the low hum of reactors warming up.

Toal stuck his head back out of the access port. "Time to get aboard, Princeps. We've got to move out. The rebels are coming."

Marnoc lowered himself into the command chair of the Titan. He plugged the cyberlink cables into his neck-sockets then reached forward, muttering the words of the Litany of Awakening. He threw

the great trip-switches that would activate the Titan.

"Your heart is fire. Let it burn with rage for the Emperor's enemies," he said. The lights blazed brighter and over the link he felt the Titan rouse itself from dormancy, like a great beast awakening.

"Your limbs are mighty. Let them smite the foes of our Emperor." He ordered the weapons into test mode. The limbs stretched. There was a great creaking as joints strained to move the guns into place. From the Moderatus' cabins below, he could hear Toal and the others begin the Gunner's Chant as they interfaced with their weaponry. Targeting icons were superimposed on his field of vision. He knew that where he could see the head of the Imperial Eagle, there he could direct the firefall. He wondered briefly whether the rebels had replaced the symbol with the Eye of Horus.

"The spirits of your fallen are your honour. Let us be worthy of them." He reached out and touched the sacred relics left by the previous Princeps. First the millenium-old copy of the Liber Belligerum left by Kask, the first Princeps. Next the silver hammer brought from the Forge World by Talon, the ace of a hundred kills. With each relic he touched he fell deeper into the command trance. Finally as he touched the bullet-holed skull of Silberman he felt the true presence of the Fortunata Imperatrix.

He was a tiny thing, dwarfed in the shadow of an entity that had lived a thousand years, that had seen scores of Princeps come and go. He was a mote of light drifting before a vast, dark shadow. The Titan was awake and aware. He sensed its fierce mind begin to look around for an enemy. He felt it flex its claws as it brought its weapons up to full power. He was aware that the reactor blazed to fiery life.

Involuntarily the void shields cut in. His heart was full of the lust to do violence. The ferocity of the Titan infected him.

Ghostly memories of a thousand battles flickered through his mind, augmenting the desire to rend and destroy. He was a particle of rage being drawn down into the fierce heart of the Titan. He was being absorbed.

Somewhere in the vast distance, he heard a voice. "Princept, you must master it. Otherwise we will run wild. Princept, master yourself."

Vaguely he recognised the voice as Toal's. He was shocked back to self awareness. He wanted to reach out and hit the emergency cut-offs, but he realised he must show the Titan who was master. He dropped back into the link.

He concentrated his mind as he had been taught and ordered the Titan to power down the weapons. He had been trained to do this, but the teaching machines had not prepared him for the strength of a battle Titan. He had to focus every fibre of his being, every spark of what he was, as he strove for sovereignty over the Fortunata. Sweat ran down his brow, his teeth ground against each other. He felt as if he could never win the unequal struggle.

For what seemed like eons he was locked in a battle of wills with the Titan. He strove to remain firm, to resist the urge to give up and let it have its way. Eventually he sensed the weapons power down, but he knew that the Titan was not giving up, merely calling a temporary truce. This was simply a first encounter, a gauging of strengths.

When he opened his eyes he was surprised to see that only a few seconds had passed. The Marines were still forming up in squads and clambering aboard their Rhinos. A flight of jet bikes had just taken off and was arcing skyward towards the North. Over the shattered roof of a tumbled-down building he saw a line of Predators roar off into the distance.

A Warhound stalked forward, weapons raised to the attack position. The Spirit Of Imperial Victory swung out to follow it, banners fluttering. Marnoc ordered the Fortunata to take its place in the line. Painfully slowly the Titan obeyed.

The Princept patched himself in to the comnet, listening for orders. Kowley, the Force Leader, called out lists of names. The Titans responded with name and status. Marnoc was pleased to be able to report that the Fortunata was active when his turn came.

Under a sky the colour of blood the Imperial force moved to intercept their enemy. To the right, near the Bromium Refinery were the emplacements. As Marnoc watched, a group of Rapiers took up position within the reinforced earthworks. Three detachments of Land-Raiders went hull down on the brow of a hill. From them Squads of Space Wolves disembarked.

They were taking a defensive position on the outskirts of Rogsburg. Several thousand Marines, a dozen Titans and scores of support weapons. It looked impressive as the Marines and Dreadnoughts fanned out through the remnants of buildings, landspeeders whizzing overhead like hornets.

Marnoc ordered the Titan to move forward in support of the Marines. To his right was Dorn's Warhound, to his left and rear was the Spirit. He noticed that the Fortunata had a way of moving its right weapon mount in a small arc as it moved. It was a habit he knew he would have to break, but at this moment he didn't feel strong enough.

"Perimeter secured," he heard the Marine Commander report over the comnet. Marnoc ordered the Titan to stop. It did so reluctantly.

"Rebels'll be here soon," said Hazan.

"Bring them on," said Warden. "We've a score to settle with them, for Father Silberman."

They settled into tense silence while the red clouds boiled over head revealing the yellow sky. Marnoc watched couriers on motor bikes race between positions carrying satchels of orders too secret to be transmitted by datapulse.

He felt uneasy. The men he was about to fight had once been loyal Imperial soldiers: Brother Marines and Order Members.

He wondered what had caused them to betray the Emperor, why they had become traitors? He realised that he might soon be dead, that he might never know. He found that thought almost as disturbing as the prospect of death.

More squads of Space Wolves were moved up, positioning Tarantula las-cannon in the cover of the old houses. Land-speeder scouts raced towards the horizon.

Marnoc jacked the Titan's sensors up to maximum, trying to ignore the fear that churned in his gut as he probed for some sign of the enemy. The horizon remained empty even to the far-seeing eyes of the Fortunata.

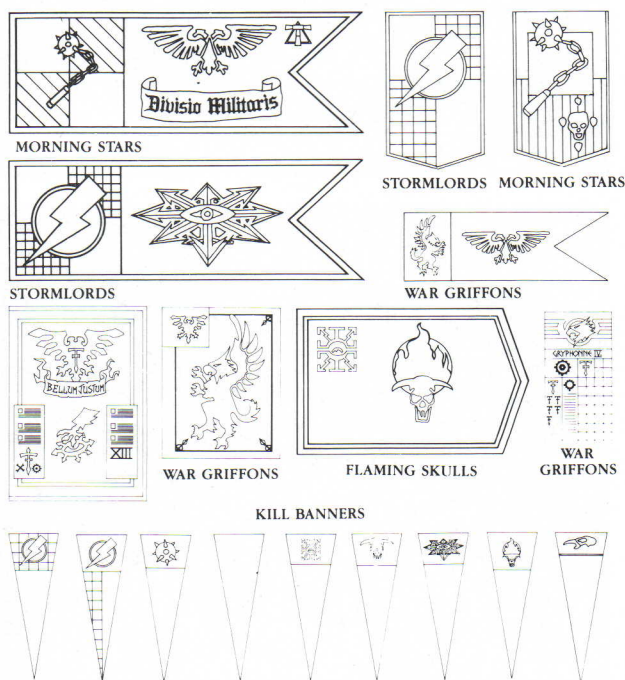
"Come on," he heard Toal muttering. Then suddenly the enemy was there. They had come over the curve of the planet, thousands of small blips in the Sensorium of the Titan.

"My God," he heard Warden mutter. "There are dozens of them."

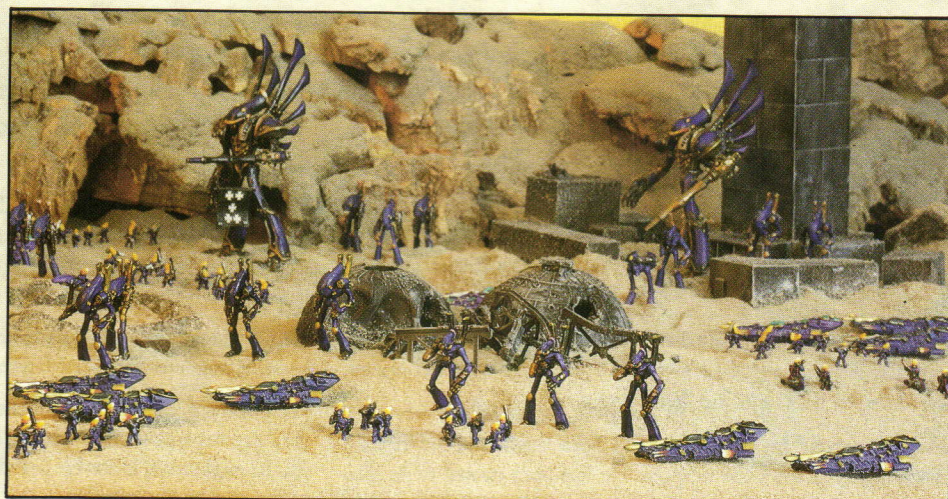
It took a moment to register that he was talking about enemy Titans. Marnoc looked up and saw endless lines of them rise over the horizon.

"Fire at will," Marnoc said. The Traitors advanced confidently on the doomed position.

IMPERIAL AND TRAITOR BANNERS



An Eldar battle force, led by Phantoms, scour the ruins of a Traitor stronghold on Yarrant I after an orbital bombardment. The Eldar fight not against heresy but to cleanse the corruption of Chaos from the Yarrant system. It will not be an easy victory to win.



Wordbearer Traitor Marines and Land Raiders bear down on a beleaguered force of Ultramarines and Warp Runners among the ruins of the Garevo fuel processing plant. The plant was subsequently rebuilt by the victorious Traitors, who now use it as a refuelling station.



The Yarrant III Evil Sun and Bad Moon clans wait impatiently in the Karadek Valley for the War Griffons to arrive. The Gargants, Headcrusher and Squatgrinder, under the command of Kaptins Gorshak Skullcrack and Nargrot Throatlash eagerly await their chance for revenge.

A lone Death's Head Warlord and the Sons of Horus defend Timan Pass against a Loyalist assault during the first few months of the Yarrant campaign. The campaign has lasted for over two years and there have been many bloody struggles for this valuable tactical position.



ADVANCED CLOSE COMBAT FOR TITANS

These rules expand the options available to Titans in close combat, making this section of the game more realistic and detailed. These rules explain how to use the close combat option cards found at the back of this book, as well as full rules for using ranged weapons in close combat

ENTERING CLOSE COMBAT

The rules for entering close combat are unchanged, except that a Titan may *not* turn in place when another Titan moves into base-to-base contact with it, even if it has not yet moved.

SEQUENCE OF CLOSE COMBAT

Titans engaged in close combat may only attack in the close combat segment of the combat phase.

Listed below are seven close combat options. At the start of the close combat segment, each player chooses *one* option for each of his Titans that is engaged in close combat - just like choosing orders in the order phase of the turn.

Close combats are then dealt with one at a time. Players reveal the options they have chosen for each Titan involved in a particular close combat. This will determine which Titans can attack with which weapons, and in what order. Note that attacks in the close combat segment are no longer assumed to happen simultaneously.

CHOOSING COMBAT OPTIONS

The *close combat option cards* give you all the necessary information about each option. You will find two sets of cards in the back of this book.

Each player should have one complete set of cards. When you choose your Titan's close combat option, choose a card secretly. When both players have chosen the Titan's option, they reveal their cards and the options are compared to find out who will attack first and which weapons (if any) either Titan may use. If there are several separate close combats taking place during the same turn, the first player may decide in what order they are resolved.

Marnoc gazed out in horror at the enemy advance. The Rebels stalked forward, over-running the Imperial position with almost contemptuous ease. He ordered the Titan to wheel and retreat, to seek cover behind what remained of the towering buildings.

Reluctantly the Fortunata obeyed. It turned slowly, swivelling the plasma-cannon to balance the movement of the defence laser. Toal kept up a stream of fire even as they moved.

Space Wolves scurried beneath the Titan's feet as it lurched from side to side, instinctively avoiding them. A burst of plasma glanced off the void shields.

Marnoc breathed a sigh of relief as they made cover.

CLOSE COMBAT OPTIONS

All-out Attack: The Titan hurls itself at its opponent, attacking by every available means and throwing defence to the winds. It may attack once with each close combat weapon; it may also make two improvised attacks. The Titan will generally get to attack first, but leaves itself vulnerable to any counter-attacks the opponent may make. This option is particularly devastating if the opponent is attempting to disengage or is damaged and unable to attack.

Attack: This is a more measured attack. While it is not as deadly as an all-out attack, the Titan is less likely to be caught flat-footed by a counter-attack.

Defend: The Titan concentrates on parrying any attacks made against it. This generally means that the Titan will attack second, but makes it much more difficult for opponents to hit with any close combat weapons.

Side-step: This is a defensive option which is very effective if the opponent has chosen an all-out attack. It also allows the Titan to turn up to 45° before it makes any attacks.

Step Back: The Titan takes a step or two back in order to be able to fire its ranged weapons. This is a sensible choice for Titans with damaged close combat weapons, or no close combat weapons at all, or with a large number of ranged weapons. It also allows the Titan to turn up to 45° before it makes any attacks.

Turn Around: This option will usually only be chosen by a Titan that has been blind-sided by an opponent. The Titan may make as many turns as is permitted with advance orders. It turns in place, and does not move.

Disengage: This option allows the Titan to move away from its opponent, and leave close combat. Disengaging can be risky, especially if your opponent chooses the all-out attack or attack options.

RESTRICTIONS

In some circumstances, a player may not be able to choose certain options:

Reactor Damaged: Titans with a damaged reactor may not choose any options; they may neither move or attack. See *Attacking Opponents Without a Combat Option* below.

MIUs Damaged: Roll 1D6 for each Titan with damaged MIUs: 1-3 = may not choose an option, may neither move nor attack; 4-6 = may choose an option.

Legs Damaged: Titans with damaged legs may not choose side-step or disengage options.

Blind-sided: A Titan whose opponent (or primary target if outnumbered - see *Multiple Combats* below) is in its rear 180° arc may only choose side-step, turn around or disengage options.

USING CLOSE COMBAT OPTION CARDS

In the *Adeptus Titanicus* rulebook, close combat attacks are always simultaneous. These rules change that; according to the combat options either side chooses, you can attack before or after your opponent attacks. You can still attack simultaneously, under some circumstances.

Each combat option card has a list of results, according to the option chosen by your opponent. When combat options are revealed, look up your opponent's option to find out whether you attack first or second, and which weapons you may use. You may *only* use the weapons listed for the combination of options; in this context, the phrase *Close Combat Weapons* includes improvised attacks. Also listed on the card are any special rules that apply.

OPPONENTS WITHOUT A COMBAT OPTION

If your opponent is unable to choose a combat option card due to damage, you do not choose a card yourself. Instead, you may choose to do *one* of the following:

- Attack with close combat weapons
- Attack with ranged weapons
- Turn around
- Disengage

All weapons *automatically* hit if you decide to attack.

With a sound like a clap of thunder the Titans clashed, void shields merging like two drops of blood running together. Marnoc ordered the Fortunata to dodge to the left but the Titan was ahead of him. Acting on instinct it had already begun to evade.

"Hazan. Get the fist into play," he shouted, before realising that the Moderatus had already grabbed the Rebel's multi-melta. Through the feedback systems the Princep's felt the enemy's arm being ripped off with a practised twist. It fell to the ground surrounded by a great electrical discharge.

There was a hideous shriek as the Rebel's chainsword bit into the carapace. Marnoc felt a twinge of pain in his right shoulder as he did a quick status check. The armour had not been penetrated. Damage was negligible.

"Kill the chainsword," Marnoc said.

"You'll have to swing me around," Hazan replied quietly. The tone of his voice suggested the little Moderatus was enjoying this. Marnoc felt sick with fear but he managed to bring the Titan about.

Once more the fist reached out. The chainsword was splintered in its mighty grip. With a back handed swipe Hazan took the Rebel in the side. The Titan toppled and fell in what seemed to Marnoc like slow motion. He saw the whole head fly clear as the crew ejected.

In the moment of respite, Marnoc had time to survey the cratered battlefield. Enemy Titans stalked through the Imperial emplacements, killing as they came. Behind them were waves of Rebel Marines. The position was lost. Time to get out of here, he decided.

MULTIPLE COMBATS

If more than two Titans are involved in a close combat, you can make enough copies of the combat option cards for each Titan if you wish, or simply write each Titan's close combat option on a piece of scrap paper.

A Titan engaged in close combat with multiple opponents must choose one opponent as its *primary target*. This is declared after close combat options are chosen, but before they are revealed. All of the remaining opponents are *secondary attackers*. The primary target must always be an operating Titan, in preference to a Titan which is not able to choose close combat options for any reason.

Compare the options chosen by the outnumbered Titan with that of its primary target to determine who will attack first, as normal. All of the Titan's attacks must be directed at the primary target.

Then compare options with any secondary attackers, to see if they make their attacks before or after the outnumbered Titan makes its attack on the primary target. When you are dealing with multiple close combats involving large numbers of Titans, you may find it useful to make a note of the order in which attacks are made. The attacks are then dealt with in sequence.

TARGET PRIORITY

A Titan in close combat must concentrate all available attacks on its close combat opponent.

WEAPON ARCS

The normal weapon arc rules apply in close combat - you can't use a weapon that can't be brought to bear on the target. Note that Titans that have chosen the *Side-step* and *Step Back* options may make one 45° turn immediately before they attack. Titans that have chosen the *Turn Around* or *Disengage* options may turn, but not attack.

TO HIT MODIFIERS

The only to hit modifiers that are used are those listed on the combat option cards chosen by each player, and those listed on the *Close Combat Modifiers Table*. No other modifiers apply.

CLOSE COMBAT MODIFIERS TABLE

Close Combat Weapons

Attacker has the Close Combat	
Attack skill	1
Battle Titan attacking Scout Titan	+1
Scout Titan attacking Battle Titan	-1

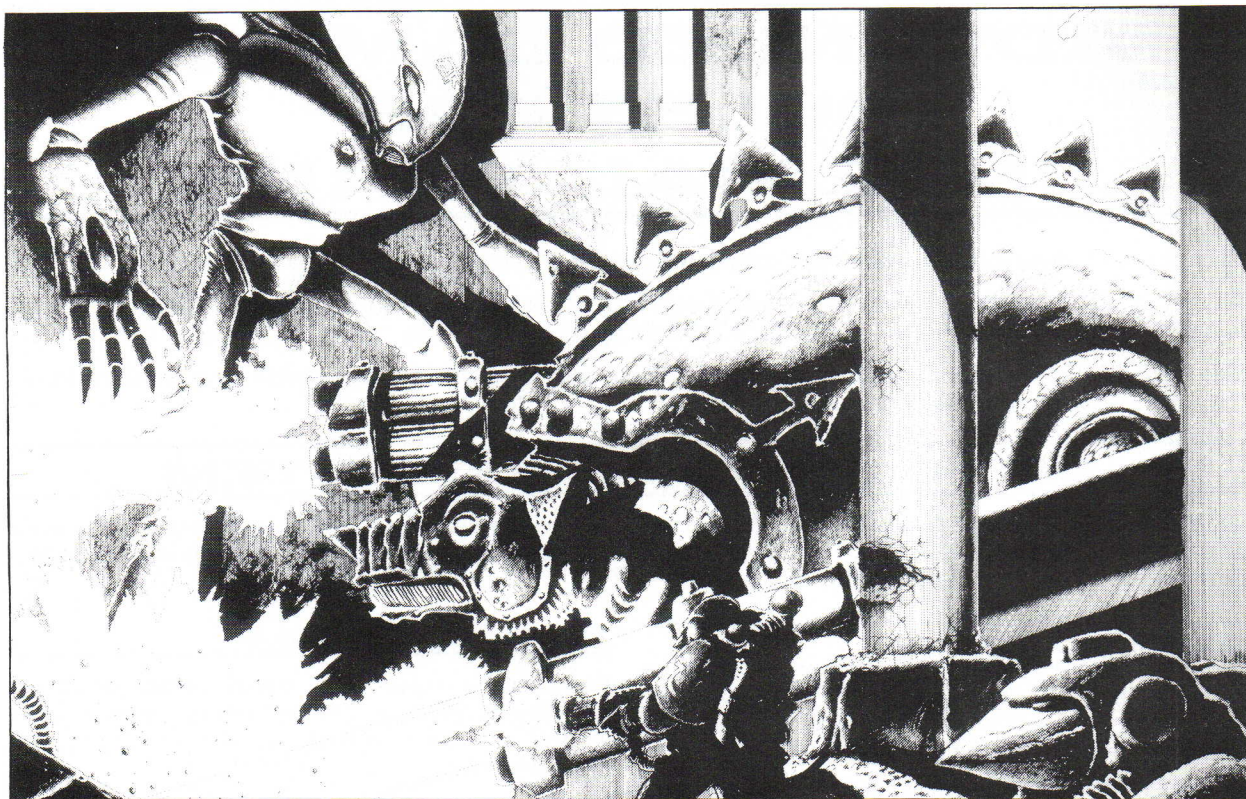
Defender has the Close Combat	
Defence skill	-1

Ranged Weapons

Attacker has the Accuracy skill	+1
---------------------------------	----

VOID SHIELDS

All attacks take place inside the target's void shields and cause real damage, unless the combat option card says otherwise.



RANGED WEAPONS

Ranged weapons may now be used in close combat, depending on the combat options chosen by either side. If the close combat card allows the use of ranged weapons, the Titan may attack with any that can be brought to bear on the target.

In the *Adeptus Titanicus* rulebook, Titans entering close combat may fire ranged weapons in the normal segment, according to their orders. This is no longer the case.

Titans with first fire orders may still snap fire during the movement phase, but such attacks will take place outside the opponent's void shields, and a Titan which has snap fired may not attack with ranged weapons in the close combat segment.

BURST CIRCLES

When a ranged weapon with a *burst circle* - marked (B) on the *Weapons Table* in the *Adeptus Titanicus* rulebook - is used in close combat, it will affect the firer as well as the target. Roll to hit the target as normal, and then roll to hit the firer, with a -1 penalty to hit.

When a weapon with a burst circle is used in a multiple close combat, roll to hit the primary target normally, and then roll at -1 to hit the firer. Also, roll at -1 to hit anything which is in base-to-base contact with the target. Make a separate roll to hit each eligible target.

CLOSE COMBAT WEAPONS

If the close combat option card allows the use of close combat weapons, the Titan may attack with any that can be brought to bear on the target. Rolls to hit and damage are as given in the *Close Combat Weapons Table* in the *Adeptus Titanicus* rulebook.

IMPROVISED ATTACKS

If a Titan can attack with close combat weapons, it is also allowed to make one or two improvised attacks - kicks, body-slams and the like. Titans with the *All-out Attack* option may make two improvised attacks in addition to using close combat weapons; others may make one. Improvised attacks have the same fire arc as carapace-mounted weapons.

FIRING INTO CLOSE COMBAT

The rules regarding Titans firing during close combat remain unchanged in all circumstances.

LEAVING CLOSE COMBAT

The only way a Titan can leave close combat is by choosing the *Disengage* combat option. Titans that choose to disengage may not attack. After resolving any attacks by the opponent, the disengaging Titan makes a normal charge move, including turns as appropriate for its level of manoeuvrability. It must end the move out of base-to-base contact with its opponent, and may not move into base-to-base contact with any enemy units - not even vehicles or infantry. The *Disengage* option applies specifically to Titans getting out of contact with enemy forces, and may not be used simply to switch targets.

A Titan with damaged reactors or legs may not disengage, because it lacks either the power or the mobility to do so. A Titan with damaged MIUs has a chance of being able to disengage, if the MIUs will hold together for long enough. It must roll a 4 or more on a D6 before moving in order to disengage; if it fails the roll, it stays in place and may not make any attacks in this turn.

ADVANCED DAMAGE RULES FOR IMPERIAL TITANS

The rules in this section introduce two new damage systems.

The *Detailed Damage System* adds several new categories of superficial damage, and is designed to add a new level of detail to small 'skirmish' games with only a few Titans to a side.

The *Epic Battle Damage System* is intended for use in large-scale games, and is more streamlined, balancing detail with speed and ease of use.

DETAILED DAMAGE SYSTEM

The detailed damage system adds a new level of detail to the *Adeptus Titanicus* rules. It has the added benefit of being no more difficult to use than the basic damage rules in *Adeptus Titanicus*, and it can be used with any of the scenarios presented in the *Adeptus Titanicus* rulebook.

REPAIR ROLLS

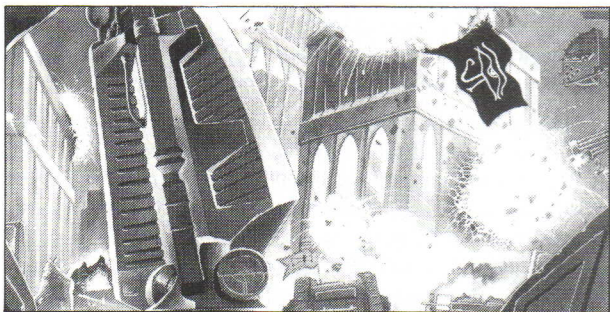
The repair rules in the *Adeptus Titanicus* rulebook are not substantially changed, but repair and malfunction rolls are now combined into a single dice roll.

Any damaged weapon or system may be repaired, *unless the damage table specifically states otherwise*. Roll a D6, apply modifiers as normal, and consult the following table:

REPAIR TABLE	
Modified D6 Roll	Result
1 or less	Malfunction
2-4	Repair unsuccessful
5 or more	Repair successful
REPAIR ROLL MODIFIERS	
Damage Control orders	+1
Repair Systems damaged	-1

VOID SHIELDS

Void shields may be repaired just like any other system; roll a D6 for each downed void shield in the repair phase, as normal. Apply any modifiers, and consult the *Repair Table* above. On a *Malfunction* result, the void shield is permanently destroyed and may never be repaired. Reduce the number of VSGs on the Titan roster by one to show this.



THE RULE OF 1 AND 6

When making a repair roll, a 'natural' (ie unmodified) roll of 6 *always* results in the system being repaired, and a natural roll of 1 *always* results in the system malfunctioning.

LEVEL OF DAMAGE

Use the following rule when rolling for the *level of damage* from a hit.

Consult the *Weapon Table* and find the *Critical Damage Roll* (CDR) for the weapon which scored the hit. Then roll a D6 and consult the following table:

D6 ROLL	WEAPON CDR					
	1	2	3	4	5	6+
1	DEFLECTED					
2	CRITICAL DAMAGE					SUPERFICIAL DAMAGE
3						
4						
5	CRITICAL DAMAGE					SUPERFICIAL DAMAGE
6						

If damage is caused, refer to the appropriate *Detailed Damage Table* to find out the effect of the hit. The critical damage roll is modified by the target's armour rating, as shown on the *Hull Data Table* in the section on *Designing Imperial Titans*. Note that all Warlord variants have an AR of 0, so that critical damage rolls against them are not modified.

CUMULATIVE DAMAGE

If an already-damaged weapon or system is hit again, roll for cumulative damage as normal, *unless* the damage table states that further hits have no effect.

CREW INJURIES

Some damage results involve injuries to the Titan's crew. The damage table will tell you whether the injured crew member is a Moderatus controlling one of the weapons, or the Princeps who controls the Titan itself.

INJURED MODERATUS

Roll a D6 and consult the appropriate column of the table below.

RESULT BY TITAN CLASS			
D6 Roll	Warhound	Reaver	Warlord
1	Left Arm	Left Arm	Left Arm
2	Left Arm	Left Arm	Right Arm
3	Left Arm	Right Arm	Left Carapace
4	Right Arm	Right Arm	Right Carapace
5	Right Arm	Carapace	Roll Again
6	Right Arm	Carapace	Roll Again

The indicated Moderatus is too badly injured to control his weapons. Another Moderatus may take over these weapons, but suffers a -1 modifier to hit due to his unfamiliarity with these devices, and may not fire his own weapons and those of the injured Moderatus in the same turn.

INJURED PRINCEPS

The Princeps is too badly injured to control the Titan, and control must be taken over by one of the Moderati (the player may decide which). This Moderatus may no longer use his weapons. Roll a D6 at the start of each order phase: on a roll of 1, the Titan suffers *reduced control*.

A Titan suffering reduced control must use the same orders as it used last turn. It may make 1 less 45° turn than normal (to a minimum of 1), and additionally the Titan suffers a -1 modifier to hit in close combat, while close combat opponents receive a +1 modifier to hit.

If there is no uninjured Moderatus to take over control, the Titan grinds to a halt, as if it had damaged MIUs.

LONG-TERM INJURY EFFECTS

If you are playing the Campaign Game, roll below to find the long-term effects of a crew injury:

D6 Roll	Result
1	Slight Wound - recovers in time for next game.
2-4	Serious Wound - this Titan crew may not be used for the next 3 games. If you have a spare crew, they may use the Titan in the meantime.
5-6	Killed - a replacement crew member is drafted in, and the Titan is ready for the next game. However, the crew is not so efficient as it was before. Consult the <i>Crew Death</i> section below.

CREW DEATH

When a crew member is killed, the crew as a whole is affected. Although a new crewman is drafted in immediately, the crew is not as efficient as it was before. To reflect this, the crew loses a proportion of its current experience point total, and it may also lose some of its skills.

EXPERIENCE LOSS

The following table tells you the percentage of the crew's current experience point total that is lost.

Titan Class	Princeps	Moderatus
Warhound	60	20
Reaver	70	10
Warlord	60	10

SKILL LOSS

To determine which skills, if any, are lost, it is necessary to divide the available skills into two categories: *Princeps Skills* and *Moderatus Skills*.

Princeps Skills	Moderatus Skills
Close Combat Defence	Accuracy
Concentrated Fire	Close Combat Attack
Damage Control	Fast Reactions
Natural Leader	Marksmanship
Sixth Sense	Pinpoint Gunnery
Tactical Genius	
Very Lucky	

When a crew's Princeps is killed, *all* Princeps Skills are lost. When a Moderatus is killed, roll a D6 for *each* Moderatus Skill and consult the following table:

Titan Class	Skill Lost On
Warhound	1-3
Reaver	1-2
Warlord	1-2

Repeat the process for each Moderatus killed. If *all* Moderati are killed in a single battle, *all* Moderatus Skills are lost.

Example: An Ace Warlord crew loses two Moderati in a battle. The crew had 40 experience points, and the following skills: Concentrated Fire (Princeps Skill), Accuracy and Marksmanship (Moderatus Skills). The experience loss for two Moderati is 20% (10+10), so the crew loses 8 experience points. Two dice are rolled for each of the Moderatus Skills - one for each Moderatus killed. The dice for the Accuracy skill score 2 and 4; the 2 indicates that the skill is lost. The dice for the Marksmanship skill score 3 and 5, so this skill is not lost. Once the two replacement Moderati are drafted in, the crew has 32 experience points and two skills: Concentrated Fire and Marksmanship.

The loss of a skilled Moderatus is more saddening than the loss of a blood relative -

Princeps Akar Strang

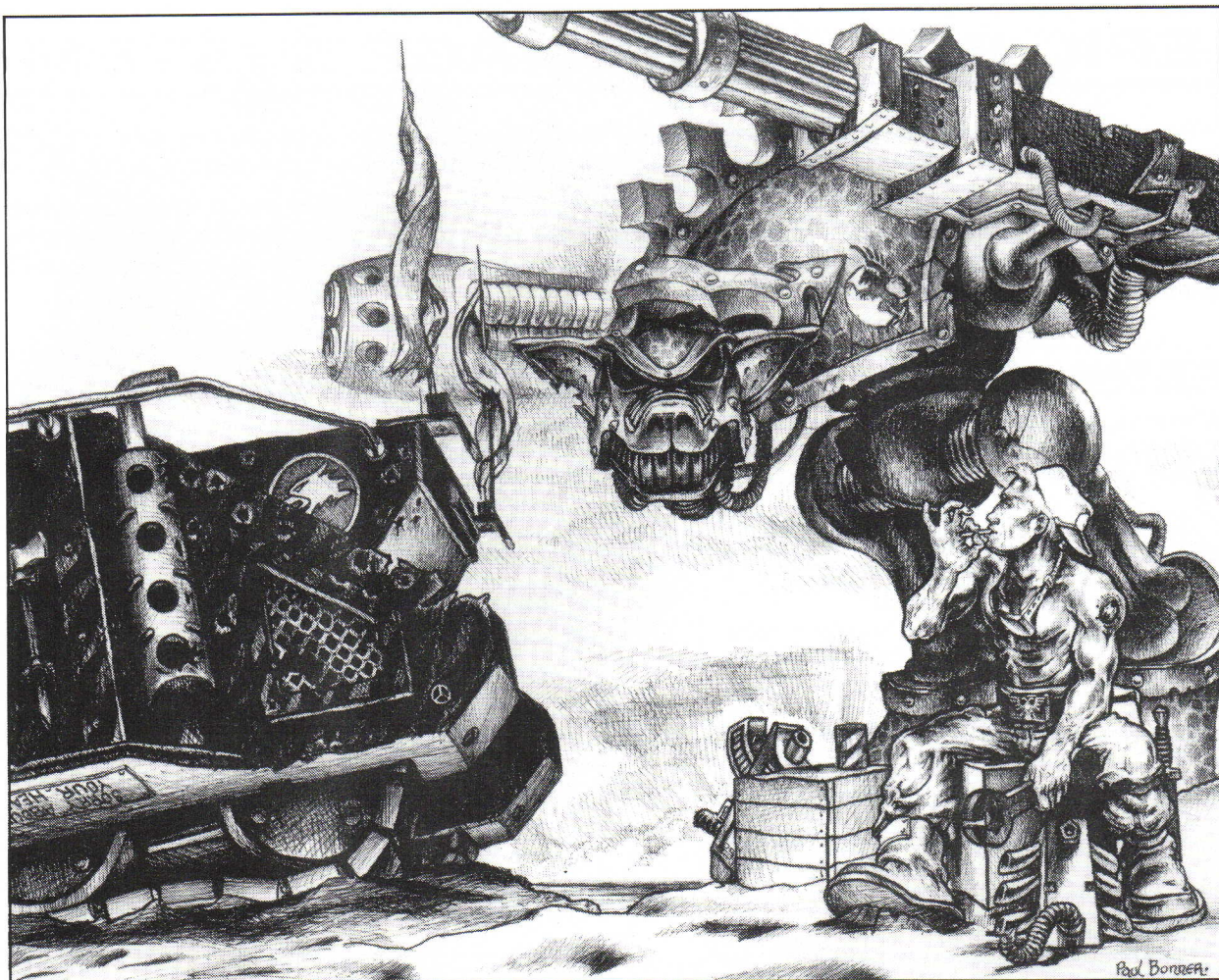
DETAILED DAMAGE TABLES

SUPERFICIAL DAMAGE TABLE

2D6 Roll	Result								
2	Static - An electro-magnetic pulse surges through the Titan's electrical systems, disrupting them for a short time. The Titan may not do <i>anything</i> for the rest of this turn or any of the next turn. The damage is <i>automatically</i> repaired in the end phase of the next turn.								
3	Psychic Shock - One of the Titan's Moderati suffers a disabling MIU overload. Roll on the following table: <table> <tr> <th>D6 roll</th><th>Injured Moderatus</th></tr> <tr> <td>1-2</td><td>Left Arm</td></tr> <tr> <td>3-4</td><td>Right Arm</td></tr> <tr> <td>5-6</td><td>Carapace</td></tr> </table> Roll again if there is no carapace mount. The weapon in question may not be used for the rest of the game (note that the Carapace Moderatus of a Warlord controls <i>both</i> carapace-mounted weapons). At the end of the game, roll on the <i>Long-Term Injury Effects</i> table to determine the extent of injury.	D6 roll	Injured Moderatus	1-2	Left Arm	3-4	Right Arm	5-6	Carapace
D6 roll	Injured Moderatus								
1-2	Left Arm								
3-4	Right Arm								
5-6	Carapace								
4	Left Carapace - Any weapons mounted on the left carapace are <i>damaged</i> , but may be repaired. If the Titan has only one carapace location, like the Reaver Class, then this result affects that location. The hit has no effect if the target does not have any weapons in this location, or if they have already been destroyed.								
5	Weapon Sensors - The Titan's weapon sensors have been damaged, and may <i>not</i> be repaired. The Titan suffers a -1 modifier to hit from now on. Any further hits in this location have no effect.								
6	Left Arm - Any weapons mounted on the left arm are <i>damaged</i> , but may be repaired. The hit has no effect if the target does not have any weapons in this location, or if they have already been destroyed.								
7	Systems Failure If the Titan's MIUs or Reactor are already damaged, they <i>automatically</i> suffer <i>Catastrophic Damage</i> now. If neither is damaged, the hit has no effect.								
8	Right Arm - Any weapons mounted on the right arm are <i>damaged</i> , but may be repaired. The hit has no effect if the target does not have any weapons in this location, or if they have already been destroyed.								
9	Movement Sensors - The Titan's movement sensors have been damaged, and may <i>not</i> be repaired. The number of 45° turns it may make in a turn are reduced by one (to a minimum of 1). Any further hits in this location have no effect.								
10	Right Carapace - Any weapons mounted on the right carapace are <i>damaged</i> , but may be repaired. If the Titan has only one carapace location, like the Reaver Class, then this result affects that location. The hit has no effect if the target does not have any weapons in this location, or if they have already been destroyed.								
11	Repair Systems - The Titan's auto-repair systems have been damaged, and may <i>not</i> be repaired. All future repair rolls suffer a -1 modifier. Any further hits in this location have no effect.								
12	Knockout Blow - The head of the Titan is severely damaged, and may <i>not</i> be repaired. The <i>Principis</i> is injured and anti-personnel weapons may no longer be used. If the crew ejects later in the game, go straight to <i>Escape Table 2</i> . Any further hits in this location have no effect.								

CRITICAL DAMAGE TABLE

CRITICAL DAMAGE TABLE		
2D6 Roll	Result	
2	Reactor Damaged. Power output from the reactor is reduced to a mere trickle. All available power is being channelled into the auto-repair systems. The Titan may not be given any orders until the reactor is repaired, and therefore cannot move or fire. Even <i>Damage Control</i> orders are not allowed until the reactor is repaired, since there is not enough power for the additional damage control systems.	
3	Mind Impulse Units Damaged. The Titan is given orders as normal, but may go out of control. Until the mind impulse units are repaired, roll a dice at the start of each movement phase and each combat phase to see what the Titan will do.	
	Dice Roll	Movement Phase
	1-3	Move normally
	4-5	May not move
	6	Random move
		Combat Phase
		Fire normally
		May not fire
		Random fire
	<i>Random Move:</i> The opposing player may move the Titan, within the restrictions of the orders the Titan has for the turn.	
	<i>Random Fire:</i> The Titan fires all of its weapons at the closest target available - friend or foe! - within the restrictions of the orders the Titan has for the turn and the rules for LOS. If there is a choice of targets, the opposing player can choose which weapons are used and what they are fired at. The Titan will not attack itself!	
4	Left Carapace. Any weapons mounted on the left carapace are destroyed. If the Titan has only one carapace location, like the Reaver Class, then this result affects that location. Roll again if the target does not have any weapons in this location, or if they have already been destroyed.	
5	Void Shield Generators Destroyed. The Titan's void shield generators have been destroyed. All void shields are knocked down, and may <i>not</i> be repaired. The Titan is without void shields for the rest of the game. Count any further <i>Void Shield Generators Destroyed</i> results as <i>Reactor Damaged</i> hits instead.	
6	Left Arm. Any weapons mounted on the left arm are destroyed. Roll again if the target does not have any weapons in this location, or if they have already been destroyed.	
7	Legs Damaged. The Titan may no longer be given <i>Charge</i> orders. If it is given advance orders, it may only make one 45° turn during the course of the move. It may still make a 45° turn if it is given first fire orders. Damaged legs may <i>not</i> be repaired.	
8	Right Arm. Any weapons mounted on the right arm are destroyed. Roll again if the target does not have any weapons in this location, or if they have already been destroyed.	
9	Void Shield Generators Destroyed. See 5 above	
10	Right Carapace. Any weapons mounted on the right carapace are destroyed. If the Titan has only one carapace location, like the Reaver Class, then this result affects that location. Roll again if the target does not have any weapons in this location, or if they have already been destroyed.	
11	Mind Impulse Units Destroyed. See 3 above.	
12	Reactor Damaged. See 2 above.	



Kurtz gazed back at the looming form of the Beast. He cursed the Traitor shot that had damaged the mind-impulse unit and reduced him to scavenging from a damaged Rhino while battle raged across Blue sector.

"Don't worry, boy," he said to the Warhound. It seemed to gaze down on him trustingly. "We'll soon have you as good as new."

For luck he rubbed the Griffon head tattoo he had got when he became Princeps. Muttering the Litany of Purification he gave the alterstat a gentle tap with the spanner.

Normally Kurtz would have given the ritual no more than cursory attention but today he concentrated on it, praying to whatever spirits might reside in the unit to give true and faithful service.

Without the alterstat the Warhound would never move again. He would be unable to link with the Beast and stride away.

It was only now that Kurtz realised how important that was to him. True, he had often cursed the Titan for its stubborn ferocity. On many occasions its near mindless bloodlust had come close to swamping his personality and caused him to remain in situations that more cautious or less driven commanders would have run from.

Many times it had nearly carried him to his death.

But it had always brought him through. The Beast had never failed him. And it now seemed to him that part of him enjoyed the danger

just as the Warhound did. He had grown more like it over the years just as it had grown more like him.

Kurtz shook his head. Although it seemed absurd he felt closer to the giant machine than he did to any of his comrades. The mind-linkages meant that he knew it intimately in a way that it was impossible to know another human being. Over the years the initial fierce antagonism he had felt towards it had mellowed into a bond deeper than love. Deeper even, Kurtz sometimes thought, than his devotion to the Emperor.

He felt that if he failed to save the Beast then he would lose part of himself. He would become a hollow man, like those bereaved Scout pilots he knew who were too crippled to link up with their Titans. He could not allow that to happen.

Sure, he could pick up his bolter and probably fight his way back though to his own lines. Maybe if that gunfire in the distance came any closer he would have to but he wasn't going to do it until the last minute if he could help it.

He took a swig from the self-heating can of field-coffee and let the bitter liquid flow down his throat. Soon he arrived at the moment of truth. He would have to test the alterstat. He couldn't put it off any longer.

He rose, lifted the heavy sealed unit and walked slowly towards the crippled Beast. The sound of gunfire came nearer.

EPIC BATTLE DAMAGE SYSTEM

When you are fighting a large battle, involving several Titans on either side and possibly infantry and vehicles as well, you may find that the game is slowed down by the normal damage procedures.

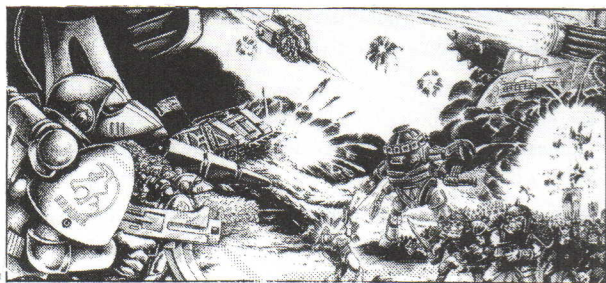
The *Epic Battle Damage System* is designed for use in large games with half a dozen or more Titans, infantry detachments or vehicle detachments on each side, or any battles involving Ork Gargants. It is possible to use the *Detailed Damage System* for this kind of game, but you will probably find it slow going.

DETACHMENTS

When using this system, infantry and walker detachments are limited to those listed below; note that the battle rating of the detachments is unchanged.

INFANTRY DETACHMENTS	
Space Marines	
Tactical Detachment	8 x Tactical Stand, 2 x Commander
Assault Detachment	4 x Assault Stand, 1 x Commander
Devastator Detachment	4 x Devastator Stand, 1 x Commander
Orks	
Warband Detachment	8 x 'Eavyboyz Stand, 1 x Warboss
Eldar	
Swooping Hawk Detachment	6 x Swooping Hawk Stand, 2 x Commander
Avenging Warrior Detachment	6 x Avenging Warrior Stand, 2 x Commander

WALKER DETACHMENTS	
Imperial	
Sentinel Detachment	4 x Sentinel
Light Detachment	4 x Deredeo
Heavy Detachment	4 x Furibundus
Ork	
Ork Detachment	4 x Onslaught
Eldar	
Eldar Detachment	4 x War-Cry



REPAIR ROLLS

Repair and malfunction rolls are now combined into a single dice roll, using the *Repair Table*. In the *Epic Battle Damage System* repair rolls are only ever made for void shields and damaged reactors. Malfunctions only occur when rolling for a damaged reactor, and cause a *Reactor Meltdown* (see the *Catastrophic Damage Table*).

REPAIR TABLE	
Modified D6 Roll	Result
1 or less	Malfunction (reactors only)
2-4	Repair unsuccessful
5 or more	Repair successful
Repair Roll Modifiers	
Damage control orders	+1

VOLLEYS

The *Epic Battle Damage System* uses the principle of *volleys* to speed up the combat system.

TITANS

A Titan may fire one volley of shots from each of its weapons. If several weapons are fired at the same enemy Titan or detachment, they are combined into a single volley.

DETACHMENTS

Each detachment may fire one volley of shots at one enemy Titan or detachment. Detachments are not allowed to split their fire, all attacks must be made at the same target.

SUPPORT MISSILES

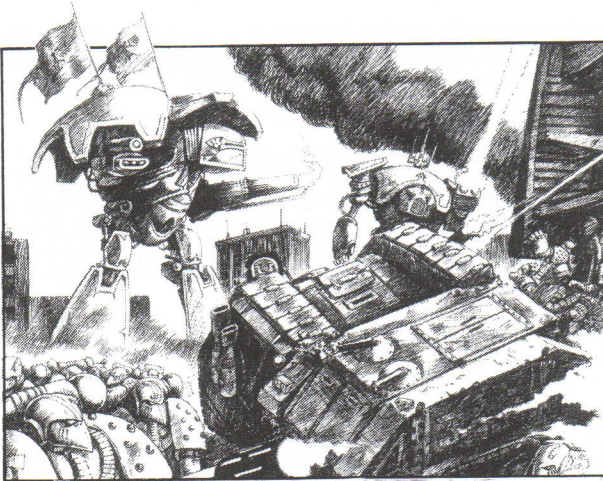
Each support missile counts as a volley in itself. The attacker may fire any other weapons at the same target, counting these as a separate volley.

CLOSE COMBAT

All of a Titan's close combat attacks count as a single volley.

VEHICLE FIRE ARCS

Several vehicles have more than one weapon, each with its own arc of fire. When using these rules, a vehicle is allowed to attack as long as its target lies within the arc of fire of any one of its weapons.



TO HIT ROLLS

When a Titan fires a volley, a to hit roll is made for each grade of weapon that is fired at the target, as in the normal rules.

When a detachment fires a volley, one to hit roll is made for each vehicle or stand in the detachment that can fire at the target, rather than one to hit roll per weapon carried by the detachment. The *Epic Battle Weapons Tables* takes into account the number of weapons carried by a detachment in the to hit roll number.

For example - an Imperial Titan brings to bear a las-cannon (grade 4) mounted in its left arm and a multi-launcher (grade 2) mounted on its carapace. It makes six to hit rolls: four for the las-cannon and two for the multi-launcher.

If, on the other hand, a detachment containing 4 Land Raiders fires on an enemy Titan, all of them can see the Titan, and so four to hit rolls are made, one for each vehicle.

Look up the to hit roll number on the relevant *Epic Battle Weapons Table*, depending upon whether the target is a Titan, a vehicle, or an infantry stand. The to hit roll depends on the weapon being used when a Titan fires, or the type of vehicle or stand when a detachment fires. The modifiers shown on the *Epic Battle Modifiers Table* apply to both weapon tables. Note that there is no longer a +1 to hit modifier for first fire orders. When firing at a detachment of enemy vehicles or infantry stands, always use the closest visible unit in the detachment to determine the range and any to hit modifiers for cover.

HITS ON VEHICLES & INFANTRY

Hits made upon a detachment should be randomly distributed amongst units that were visible to the attacker. Any units that are hit must then make a saving throw or they will be destroyed (note that critical hit rolls are not made against vehicles when using this system).

The saving roll for an infantry stand or vehicle is shown on the data sheet, and is modified by the saving roll modifier for the weapon or unit that scored the hit.

For example, a Rhino is hit by a shot from a detachment of Land Raiders. The Rhino has a save of 4+, while the Land Raiders have a saving roll modifier of -1. Therefore a 5 or 6 must be rolled in order to save the Rhino from being destroyed.

HITS ON TITANS

Each void shield will absorb one hit and then go down, as in the normal rules. For each remaining hit, the Titan must make a saving roll to avoid damage. The saving roll for all Titans is 3+, modified by the saving roll modifier of the attacking weapon or unit, as above.

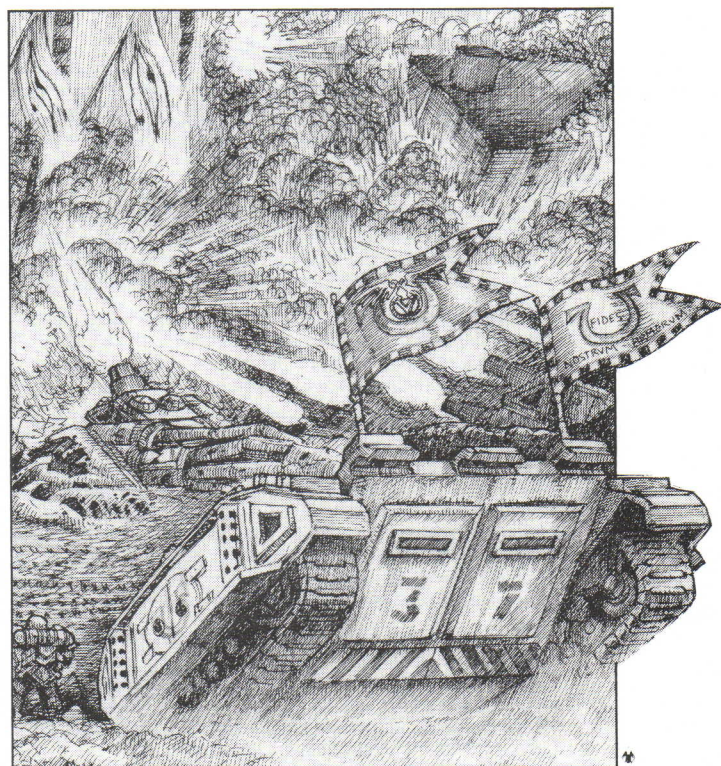
THE DAMAGE TABLES

If a volley causes *any* real damage to a Titan (ie at least one hit that wasn't saved), it is necessary to roll on the damage tables. Note that only *one* roll is made per volley, regardless of the number of hits.

Roll a D6 and refer to the *Level of Damage Table*, modifying the score by the *Level of Damage Modifiers*.

LEVEL OF DAMAGE TABLE	
Modified D6 Roll	Level of Damage
1-6	Roll <i>once</i> on the <i>Minor Damage Table</i>
7-9	Roll <i>once</i> on the <i>Major Damage Table</i>
10+	Roll <i>once</i> on the <i>Catastrophic Damage Table</i>

LEVEL OF DAMAGE MODIFIERS	
Target's armour rating	+/- AR
Each successful hit from volley	+1
Each systems failure suffered by target	+1
Attacker has Markmanship skill	+1



EPIC BATTLE DAMAGE SYSTEM

VEHICLES RAMMING TITANS

The rules given in the *Space Marine* rulebook for a vehicle ramming a Titan are changed as follows:

If the scores are tied or the Titan's score is higher, the vehicle is destroyed and the Titan suffers no damage.

If the vehicle beats the Titan's score by 1-2 points, the vehicle is destroyed and the Titan suffers a *Movement Systems* hit (see *Minor Damage Table*).

If the vehicle beats the Titan's score by 3 or more points, the vehicle is destroyed and the Titan suffers a *Crash* hit (see *Catastrophic Damage Table*).

INFANTRY CLOSE ASSAULTS VS TITANS

If infantry manage to wedge a bundle of grenades in the Titan's leg, roll one the following table:

D6 Roll	Result
1-5	<i>Movement Systems</i> - see <i>Minor Damage Table</i>
6	<i>Crash</i> - see <i>Catastrophic Damage Table</i>

EPIC BATTLE MODIFIERS TABLE

Target is vehicle in cover	-1
Target is infantry in soft cover*	-1
Target is infantry in hard cover	-2
Target's armour rating	+AR
Target has fall back orders	-1
Attacker has charge orders	-1
* Infantry with first fire orders that are in the open count as being in soft cover.	

EPIC BATTLE DAMAGE TABLES

MINOR DAMAGE TABLE

D6 Roll	Result
1-3	Systems Failure - Mark one <i>Systems Failure</i> hit on the Titan's roster sheet. The Titan suffers a +1 modifier when rolling for the level of damage for <i>each</i> systems failure hit it has suffered (see <i>Level of Damage</i> above).
4	Weapon Sensors - The Titan's weapon sensors have been damaged, and may <i>not</i> be repaired. The Titan suffers a -1 modifier to hit from now on. Any further hits in this location have no effect.
5	Movement Systems - The Titan's movement systems have been damaged, and may <i>not</i> be repaired. The number of 45° turns it may make in a turn are reduced by one (to a minimum of 1 cm), its advance move is reduced by 1 cm (to a minimum of 1 cm), and its charge move is reduced by 2 cm (to a minimum of 2 cm). The effect of any further hits in this location are cumulative, subject to a minimum of 1 cm charge move, 2 cm advance move, and one 45° turn per movement phase.
6	Static - An electro-magnetic pulse surges through the Titan's electrical systems, disrupting them for a short time. The Titan may not do <i>anything</i> for the rest of this turn or any of the next turn, apart from making <i>repair rolls</i> in the repair phase. The damage is <i>automatically</i> repaired in the end phase of the next turn.

MAJOR DAMAGE TABLE

D6 Roll	Result
1	Left Carapace - Any weapons mounted on the left carapace are destroyed. If the Titan has only one carapace location, like the Reaver Class, then this result affects that location. If the target does not have any weapons in this location, or if they have already been destroyed, then apply a <i>Systems Failure</i> hit instead (see <i>Minor Damage Table</i>).
2	Right Carapace - Any weapons mounted on the right carapace are destroyed. If the Titan has only one carapace location, like the Reaver Class, then this result affects that location. If the target does not have any weapons in this location, or if they have already been destroyed, then apply a <i>Systems Failure</i> hit instead (see <i>Minor Damage Table</i>).
3	Left Arm - Any weapons mounted on the left arm are destroyed. If the target does not have any weapons in this location, or if they have already been destroyed, then apply a <i>Systems Failure</i> hit instead (see <i>Minor Damage Table</i>).
4	Right Arm - Any weapons mounted on the right arm are destroyed. If the target does not have any weapons in this location, or if they have already been destroyed, then apply a <i>Systems Failure</i> hit instead (see <i>Minor Damage Table</i>).
5	Void Shield Generators Destroyed - <i>All</i> the Titan's void shields are destroyed, and may <i>not</i> be repaired. The Titan is without void shields for the rest of the game. Count any further <i>Void Shield Generators Destroyed</i> results as <i>Reactor Shutdown</i> hits instead.
6	Reactor Shutdown - Power output from the reactor is reduced to a mere trickle. All available power is being channelled in to the auto-repair systems. The Titan may not be given any orders until the reactor is repaired, and therefore can neither move or fire. Even damage control orders are not allowed until the reactor is repaired. Any further hits to the reactor before it is repaired cause a <i>Reactor Meltdown</i> (see <i>Catastrophic Damage Table</i>).

CATASTROPHIC DAMAGE TABLE

D6 Roll	Result
1	Mind Burn - The mind impulse system of the Titan goes haywire. The luckiest members of the crew are killed instantly by psychic shock; the rest are reduced to gibbering lunatics. The Titan is effectively destroyed and grinds to a halt, a grim statue towering over the battlefield. Leave the model standing in place where it was destroyed. It may not do anything for the rest of the game, but blocks LOS normally and may be salvaged - apart from the MIUs, which have been completely destroyed. Subsequent hits affect the Titan normally. The crew is treated as killed.
2-3	Crash - There are few sights more impressive in war than that of a Titan losing a leg. The metal giant totters for a few seconds, stabilising jets overload themselves trying to compensate, and finally the sixty-foot figure comes crashing down like a felled tree. Unless able to eject in the few seconds before the Titan falls, the crew will be killed or seriously injured in the crash. Use the scatter template to decide which way the Titan falls, and place it on its side lying in that direction. Any vehicles or stands fallen on will be destroyed (no saving throw).
4-6	Reactor Meltdown - When a Titan's plasma reactor suffers serious damage it will become unstable almost instantly. The Titan is vaporised in an unstoppable and spectacular meltdown. It is removed from play. All units within 8 cm must roll for damage as if hit by a plasma cannon firing on maximal.

EPIC BATTLE DAMAGE SYSTEM VEHICLE & TITAN TARGETS WEAPONS TABLE

Attacker	Range		To Hit		Saving Throw Mod
	Short	Long	Short	Long	
Titan Weapons					
Auto-cannon	36	72	5+	6+	0
Las-cannon	30	60	4+	6+	-1
Multi-launcher	36	72	4+(B)	6+(B)	0
Multi-melta	12	24	5+	6+	-1
Heavy Plasma Gun	36	72	4+	6+	0
Defence Laser	72	-	3+(B)	-	-3
Macro-cannon	72	-	3+(B)	-	-2
Plasma Cannon	20	72	4+(F)	5+(B)	-1
Pulse Laser ¹	30	60	3+	5	-1
Distortion Cannon ²	16	32	5+	6+	NA
Vibro-cannon ³	36	-	2+	-	-
Gut Buster ⁴	72	-	3+(B)	-	-2
Eldar Artillery	30	60	4+	6+	-1
War Buggy, Land Speeder	12	24	5+	6+	-1
Rapier, Wartrak	30	60	4+	6+	-1
Tarantula	60	-	6+	-	+1
Land Raider	30	60	3+	5+	-1
Predator	36	72	4+	5+	-1
Whirlwind	36	72	4+(B)	6+(B)	0
Vindicator	18	-	3+	-	-1
Ork Battlewagon	36	72	5+	6+	0
Falcon Grav-tank	30	60	2+	5+	-1
Sentinel	60	-	6+	-	+1
Light Imperial Walker	36	72	5+	6+	0
Any Other Walker	30	60	4+	6+	-1
Marine Tactical, Avenging Warriors	36	72	5+	6+	0
Marine Assault, Swooping Hawks	12	-	5+	-	0
Ork Warboss	30	60	3+	5+	-1
Ork 'Eavyboyz	12	-	5+	-	0
Any Devastator	30	60	3+	5+	-1

¹ Attack versus Titans causes D6 hits.

² Destroys vehicles automatically (no save). Causes major damage vs Titans with no void shields.

³ Note move penalties from rules. Target suffers 3 hits per V-cannonb over one locked on in the end phase.

⁴ Note that the Gut Buster uses a larger burst template.

INFANTRY TARGETS WEAPONS TABLE

Attacker	Range		To Hit		Saving Throw Mod
	Short	Long	Short	Long	
Titan Weapons					
Auto-cannon	72	-	5+	-	-1
Las-cannon	60	-	6+	-	-1
Multi-launcher	72	-	5+(B)	-	-1
Multi-melta	12	24	4+	5+	-1
Heavy Plasma Gun	20	72	4+	5+	-1
Defence Laser	72	-	4+(B)	-	-2
Macro-cannon	72	-	4+(B)	-	-2
Plasma Cannon	20	72	4+(F)	5+(B)	-2
Pulse Laser	30	60	5+(B)	6+(B)	-1
Distortion Cannon ¹	16	32	5+	6+	NA
Gut Buster ²	72	-	3+(B)	-	-2
Mole Mortar	6	48	-	5+	0
Thudd Gun	36	-	5+(B)	-	0
Eldar Artillery	60	-	6+	-	-1
Ork Artillery	36	-	5+(B)	-	0
Motorbike, Warbike, Jet Cycle, Jet Bike	24	-	6+	-	0
War Buggy, Land Speeder	12	24	4+	5+	-1
Rapier, Wartrak	60	-	6+	-	-1
Tarantula	20	60	4+	5+	0
Land Raider	20	60	3+	6+	-1
Predator	24	72	4+	5+	-1
Rhino	24	-	6+	-	0
Whirlwind	72	-	5+(B)	-	-1
Vindicator	18	-	4+(B)	-	-2
Ork Battlewagon	20	72	3+	5+	-1
Falcon Grav-tank	20	60	3+	6+	-1
Sentinel	20	60	4+	5+	0
Light Imperial Walker	72	-	5+	-	-1
Heavy Imperial Walker	24	60	5+	6+	-1
Any Other Walker	20	60	4+	6+	-1
Marine Tactical, Avenging Warriors	24	72	4+	5+	-1
Marine Assault, Swooping Hawks	12	-	3+	-	-1
Ork Warboss	24	60	3+	6+	-1
Ork 'Eavyboyz	12	24	3+	5+	-1
Any Devastator	24	60	4+	6+	-1

¹ Destroys infantry automatically

² Note that the Gut Buster uses a larger burst template.



A Firewasps Titan looms above the battlefield, shadowing the hard-pressed Ultramarines and Thousand Sons Marines below



DESIGNING IMPERIAL TITANS

Adeptus Titanicus provided data cards for some of the many Warlord variants that saw service during the Horus Heresy, along with simple rules for designing your own Titans. However, Titan design and weapon mixes are more complex matters than they may have first appeared. The rules in this section give you a more realistic system for designing and equipping Imperial Titans.

The basic principle of this system is extremely simple: you buy an unarmed Titan hull and then add weapons and devices as desired, up to the design limits of the hull.

THE TITAN HULL

The hull, or chassis, of an Imperial Titan is a complex piece of machinery. In its chest, a plasma reactor provides power for the Titan's void shield generators, weapons and other systems. The size of the hull determines how many weapon locations or *hard points* the Titan will have, as well as its speed. Larger hulls can carry more weapons, but are slower due to the increased weight. In addition to the Warlord Main Battle Titan hull, the Reaver Medium Battle Titan and the Warhound Scout Titan have been fielded in great numbers. Relevant details of all three hull types and their most common variants can be found on the *Hull Data Table* at the end of this section.

It was night. They had been falling back all day, turning to fight brutal skirmishes when the Rebels got too close. Now Marnoc was bone-weary. He brought the Fortunata to a halt. The place, a boiled out crater that once had been a sculpted lake, looked safe. For a moment, still linked to the Titan, he dozed.

His dreams merged with those of the Titan, becoming strangely vivid. Down the years many Princes had sat in his command throne and each had left a part of himself imprinted on the Titan's long memory. He drifted into their timelost experiences.

He soared over the Forge World. He saw the Titan being commissioned, witnessed the Tech-Priests chanting the ritual that would activate its blank savage brain. He saw First Prince's Kask, hooking himself in, felt the struggle for supremacy, after which the Fortunata acknowledged its first master. He saw the procession of Princes and Moderati who had followed down the years of endless warfare.

He took part in battles under strange skies with green-skinned savages who rode enormous, oil-belching monstrosities. He danced deadly pavaes with elegant Eldar giants through the ruins of ancient cities. He mowed down Traitor Marines with fire from his plasma guns.

All the time he felt the Fortunata grow, acquiring new tricks from each Princeps, having its personality subtly moulded by these strong-willed men and, in turn, altering them. He saw himself at last, felt the Titan assessing him, was made aware of his initial weakness and latent strength.

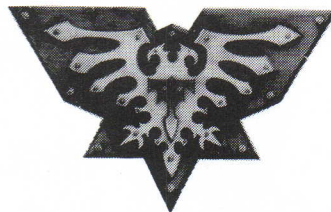
He thought he sensed a grudging, partial respect in the Fortunata's mind, but when he awoke he was unsure. He wondered if he would ever know for certain.

WEAPON GRADE

In *Adeptus Titanicus*, we spoke of a weapon having a number of *barrels*. It is more accurate to use the term *grade*, since Titan weapons invariably have a single barrel - the mention of barrels is a common, but rather misleading, piece of Divisio Militaris jargon. For example, a grade 2 las-cannon as fitted to a Titan is the equivalent of two vehicle-mounted las-cannon in terms of firepower. Throughout *Codex Titanicus*, we shall refer to Titan-mounted weapons as having a grade rather than a number of barrels.

Titan weapons are designed differently to weapons used on vehicles or by infantry stands. They are designed to last, to sustain damage that would destroy an Imperial Land Raider and still keep on working. This makes them much larger and heavier than weapons used by other troop types. The firepower of a Titan's weapons is also related to the size and power output of its plasma reactor. All these factors are taken into account in a weapon's grade, and the effect on the game is exactly the same as if the weapon did have a number of barrels equal to its grade number; a grade 3 weapon has 3 dice to hit, just like 3 separate grade 1 weapons.

All Titan weaponry is interchangeable, and a weapon can, for example, be taken off a Warlord and mounted straight onto a Warhound. However, a weapon's effectiveness (ie its grade) will change according to the size of Titan it is fitted to. For example, a las-cannon fitted to a Nemesis Titan will be grade 4; if it is removed and fitted to a Warhound - a smaller Titan with a smaller reactor - the weapon's grade is reduced to 2.



WEAPON CONFIGURATIONS

The mixture of weapons that a Titan carries into battle are known as its *weapon configuration*. Titans are designed so that weapons can be changed between battles, allowing a Titan to be equipped to suit the mission it has to accomplish. As mentioned above, a Titan hull has a number of hard points to which weapons may be fitted. The categories of weapons which may be fitted depend on the hard points; for example, the hard points on a Warhound class Titan cannot mount very heavy weapons or missile mounts.

STANDARD VARIANTS

Adeptus Titanicus provided data cards for several different Warlord Class Titan hull variants, namely Nightgaunt, Eclipse, Death Bringer and Nemesis. In practice, the number of hull variants in use are quite limited. The most commonly used are referred to as *standard variants*, and they generally account for over 90% of the machines in their class. The standard variants of the Warlord, Reaver and Warhound Class Titans are provided on the *Hull Data Table* at the end of this section, but you can still equip and use any of the other variants used by the Imperium.

RARE VARIANTS

The Warlord class is by far the most numerous Titan ever to have seen service. In some theatres of the Horus wars, it has been the only Titan available, and has had to fulfil a wider range of roles than its designers ever intended. It says much for the soundness of the Warlord design that it has proved versatile and adaptable enough to meet these demands.

The Warlord was designed as a main Battle Titan, but such are the exigencies of war that it is pressed into service in medium support and even scouting roles, where Reaver and Warhound Class Titans are not available. Stopgap measures are often necessary, and such were the origins of the Nightgaunt and Eclipse variants. They were only ever used in the early years of the heresy, when both sides had suffered considerable losses of equipment and disruption to their supply lines. They were a product of the occasions when the Titan Orders were effectively cut off, and their Grand Masters had to do as best they could with what equipment they had to hand and what they could salvage.

TITAN ROSTERS

Where *Adeptus Titanicus* uses data cards for various Warlord Class Titans, these rules use *Titan Rosters*. Each player will need a copy of the Titan roster for each Titan in his force. You will find a blank Titan roster sheet in the back of this book, for you to photocopy and use in your own games.

A Titan roster contains the following information:

Titan ID: This tells you which of your Titans the roster refers to. You can use a number, painted onto the Titan's base, carapace or banners; or you can record some identifying feature of the Titan, such as a personal emblem.

Data Table Information: Copy out the information from the *Titan Data Table* into the appropriate boxes on the roster. Decide on which weapons the Titan will carry, and fill these in on the roster as well.

Rerolls: This space is only used in the campaign game. Record the number of dice rerolls (if any) available to the Titan's crew here. Don't forget to reduce the number as the rerolls are used up during the game.

Skills: This space is only used in the campaign game. Record any skills available to the Titan's crew in this space.

Damage: Record any damage to the Titan in this section. Any damage that is repaired should be erased or crossed out.

Kills: Record the Titan's kills here. This is especially important in the campaign game.

While the massed congregation of the Order chant the *Prima Incubatoria*, a senior Tech-Priest sprinkles the Titan with sanctified oils. An honoured apprentice swings a censer containing purifying herbs to ward off any evil influences. A slain Grox, chosen for its ferocity and strength, provides the Deathbringer's first taste of blood. The spirit of the Titan is roused by the ritual. The will of the Emperor is done.

As the blood of the slain is
laid upon you so may you
lay the enemy's blood at the
feet of the Emperor.

*Lay blood at the
Emperor's feet.*

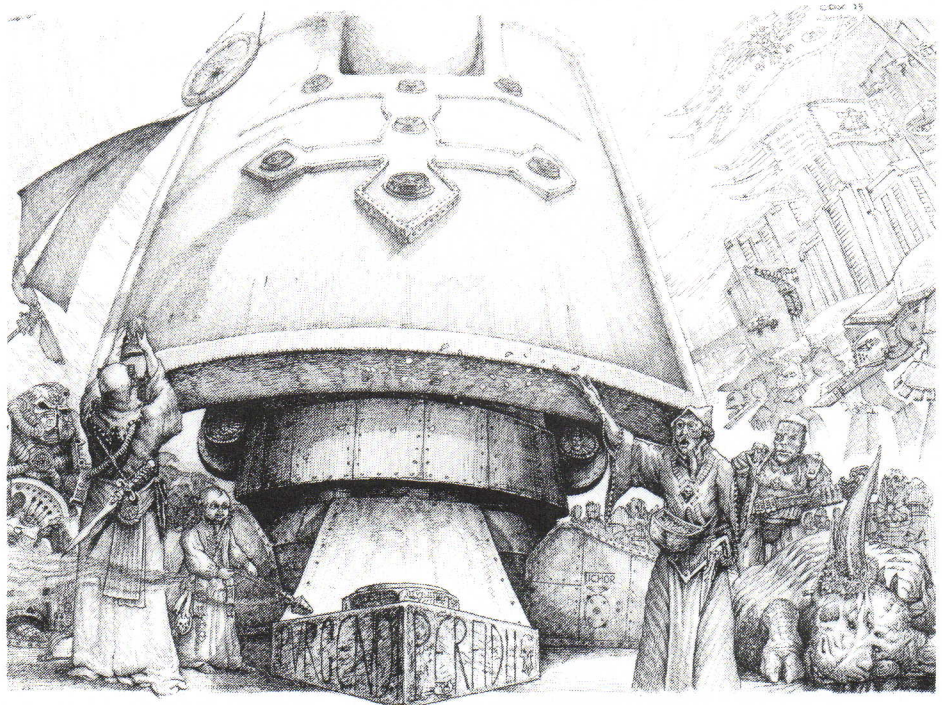
As the rune of protection is
inscribed upon you, so may
the litanies of protection
ward your soul.

*May your soul be guarded
from impurity.*

As the warriors within you
guide your weapons, may
you, in your turn, guide
their lives.

*Stand true against the trials
of war.*

The Prima Incubatoria.



HULL DATA TABLE

STANDARD IMPERIAL TITANS								
Class/Variant	Carapace	Left Arm	Right Arm	VSG	Speed	AR	Battle Rating	Mvr.
Scout Titans								
Warhound	None	2/0/D	2/0/B	2	24/36	+1	360	EM
Battle Titans								
Reaver (Hun)	None	4/0/B	4/0/B	4	20/30	0	700	HM
Reaver (Goth)	3/1/A	3/1/B	3/1/B	4	16/24	0	750	
Warlord (Death Bringer)	2 x 3/1/C	3/1/B	3/1/B	5	14/21	0	1000	
Warlord (Nemesis)	2 x 4/1/A	4/1/A	4/1/A	6	12/18	0	1340	LM

NOTES ON THE TABLE

HARD POINTS

The three-digit code for hard points is arranged as follows: the first number is the grade of any heavy weapons fitted there, the second number is the grade of any very heavy weapon fitted there, and the letter tells you which weapons may be fitted to the hard point, as follows:

A	Any
B	No very heavy weapons or missile mounts
C	No las-cannon or multi-launchers
D	No weapon forbidden by B or C above

Note also that carapace hard points may never hold close combat weapons, and arm mounts may never hold missile mounts. Each hard point may only hold one weapon.

VSG

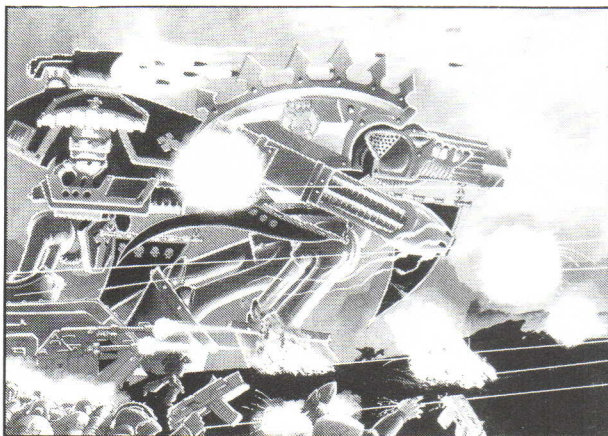
This column shows the number of void shield generators on the Titan hull.

SPEED

Note that speeds have been increased from those given in *Codex Titanicus*. If you are using old Titan data cards, you should double the advance rate move, and add 50% to the charge rate move.

AR

This is the Titan's armour rating, as used in the *Advanced Damage Rules*.



BATTLE RATING

Note that the Titan's battle rating remains the same no matter what weapons are fitted to it.

MVR

This column is used for any notes on the Titan's manoeuvrability. EM = extremely manoeuvrable, HM = highly manoeuvrable, LM = limited manoeuvrability.

CLOSE COMBAT WEAPONS

Close combat weapons are always grade 2 heavy weapons.

MANOEUVRABILITY

As shown on the *Hull Data Table*, some Titans can be highly manoeuvrable, extremely manoeuvrable or have limited manoeuvrability. This affects the number of 45° turns the Titan can make during a move as follows:

MANOEUVRABILITY TABLE	
Orders	No. of Turns
Highly Manoeuvrable	
First Fire	1
Advance	4
Charge/Evade	2
Extremely Manoeuvrable	
First Fire	1
Advance	6
Charge/Evade	4
Limited Manoeuvrability	
First Fire	0
Advance	2
Charge/Evade	1*

*Turn must be made at end of move

EVADE ORDERS

Titans which are highly manoeuvrable or extremely manoeuvrable may use evade orders. Evade order counters may be found in the back of this book.

A Titan with evade orders moves and fires in the charge segment of the appropriate phases, but may only move up to its advance distance.

Any unit firing on a Titan with evade orders suffers a -1 penalty to hit. The evading Titan itself suffers a -1 modifier to hit, as for charge orders.



DESIGNING TITAN VARIANTS

Using this system you can recreate any of the Warlord variants in *Adeptus Titanicus* and draw up your own *Hull Data Table* for them, or you can design your own all-new Titan classes and variants.

THE HULL

The first stage in designing a Titan variant is choosing the size of its hull. There are three sizes to choose from, corresponding to the three main classes of Titan.

HULL SIZE TABLE				
Hull Size	Max Weapon Grade	Max VSGs	AR	Basic Hull Cost
Scout (eg Warhound)	6	2	+1	70
Medium Battle (eg Reaver)	12	4	0	140
Main Battle (eg Warlord)	20	6	0	220

DESIGNING YOUR OWN HULL

Using this system, it is quite possible to design new hull types and add them to the *Hull Size Table*. You can choose the hull's maximum weapon grade and maximum number of VSGs, but the AR of the hull may never be greater than +1 or less than -1. The hull cost is equal to:

(Maximum Weapon Grade x 5) + (Maximum VSGs x 20)

HARD POINTS

Next, write down the number and location of hard points on the Titan, and give each hard point a heavy weapon grade and very heavy weapon grade (ie the first two digits of the hard point's configuration code, like those on the *Hull Data Table*). The following rules must be followed when designing a Titan's hull:

1. Heavy weapons mounted in the arms may never be better than grade 6, and very heavy weapons mounted in the arms may never be better than grade 2.
2. The heavy weapon grade for a hard point must be equal to *at least* three times the very heavy weapon grade.
3. No hard point may have a heavy weapon grade of less than 2.
4. The Titan's *total weapon grade* (see below) may not be greater than the hull's maximum weapon grade.

TOTAL WEAPON GRADE

The total weapon grade (TWG) of a Titan is equal to the sum of the heavy weapon grades of all hard points plus the sum of the very heavy weapon grades of all hard points. The TWG reflects the weight of the Titan, and affects its speed and manoeuvrability as shown on the *Titan Speed Table* below. Note that manoeuvrability depends on the Titan's AR as well as its TWG.

TITAN SPEED TABLE				
TWG	Speed	Manoeuvrability		
		AR +1	AR 0	AR -1
1-4	24/36	EM	HM	HM
5-6	24/36	HM	HM	
7-8	20/30	HM		
9-10	20/30			
11-12	16/24			UM
13-16	14/21			UM
17-20	12/18		UM	UM
21-30	12/18		UM	UM
31-40	10/15	UM	UM	UM
41-60	8/12	UM	UM	UM
61+	6/9	UM	UM	UM

VOID SHIELDS

Write down how many void shields the Titan has. It may have from 1 to the number shown on the *Hull Size Table*.

BATTLE RATING

Now work out the battle rating of the hull. The cost of the hull is equal to the total of the factors listed on the *Hull Cost Table*.

HULL COST TABLE	
Basic hull cost	from <i>Hull Size Table</i>
Per void shield	40
Per hard point	40
Hard point configuration	see below

CONFIGURATION COST

Each hard point must be given a configuration type. The cost for a hard point is equal to the heavy weapon grade for the hard point times the value from the following chart.

Type	Cost Multiplier
A	45
B	40
C	30
D	25

WEAPONS

The newly-designed Titan may be armed in accordance with the normal design rules presented earlier. Weapons add nothing to the Titan's battle rating.

DEVICES

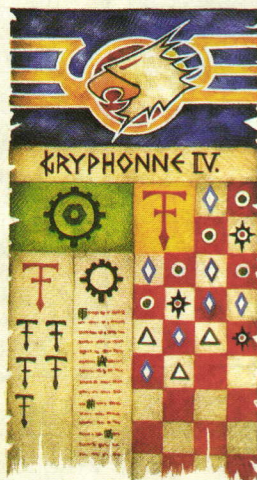
Devices may be fitted as you wish. Each device that is fitted increases the battle rating by 15%. Note that jump packs may only be fitted to Titans with a TWG of 8 or less.

WAR GRIFFONS

Each Order of Titans has its own distinctive heraldry and colours, originated when the Order was formed. While there are some exceptions to the general pattern, most Orders follow the same basic scheme. Indeed, the War Griffons Order is one of those that conforms closely to the standard designs.

The War Griffons take their name from their forge world, Gryphon IV and use the Griffon as the basic symbol for most of their badges.

The Order Banner (shown below) also bears the Divisio Militaris eagle in the top left-hand corner. While the placement of this device is the same for most Orders, the eagle's form varies depending upon the Divisio to which the Order is attached. The Order banner is usually flown from both carapace mounts.



HONOUR BANNER

Mounted between a Titan's legs, the Honour Banner carries details of the Titan's origins, honours and kills. The emblem of the Order to which the Titan belongs is shown at the top of the banner, with the Order's forge world given directly below. The bottom of the banner is split into two vertical bands; the left displays the rank of the Princeps in command of the Titan with a representation of his rank badge, the individual Titan's honours, and a litany of deliverance from danger, while the right displays the Titan's kill markings.

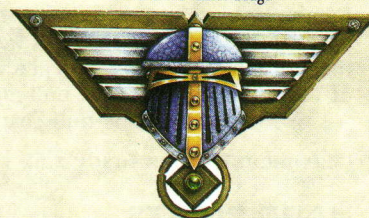
HERESY BANNER

This banner is a recent addition to the Order's heraldry, and is flown by those War Griffons that have taken part in battles against Traitor Orders and units. It is flown from one of the carapace mounts, replacing an Order banner, and depicts the Order's claw symbol savaging the Eye of Horus, as well as citations and honours from the battles the Order has taken part in.

As a mark of the Order's loyalty to the Emperor, the banner also displays the Divisio Militaris Eagle and the purity seals which the Order has been awarded. The Order's campaign motto, *Bellum Justum* (lit. War of the Just), is also prominently displayed.



Titan crews' chest badge



TITAN CREW

Each crewmember's uniform follows the strict guidelines laid down in Imperial texts. Although the suit itself is made to be practical, and is of a standard design, variation is allowed in such details as the chest badge which bears the rank emblem - which is itself repeated on the left shoulder - and the Order badge on the right shoulder. This means that each Order's uniform is subtly different from any others.

The suit itself is made from rubberised plastic, and contains numerous bio-links which, along with the surgically implanted mind impulse or sighting links, mean that the crewman can interface with his Titan directly. The spinal link also contains the life support cables that are needed, and can be attached to a remote unit with which a Princeps can monitor his Titan's actions when he is not aboard.

Personal decoration of the suit is not uncommon, especially among Moderati who mark their kills on their left sleeves. It is also common practise for the Princeps to add his crew's honour marks to his uniform.

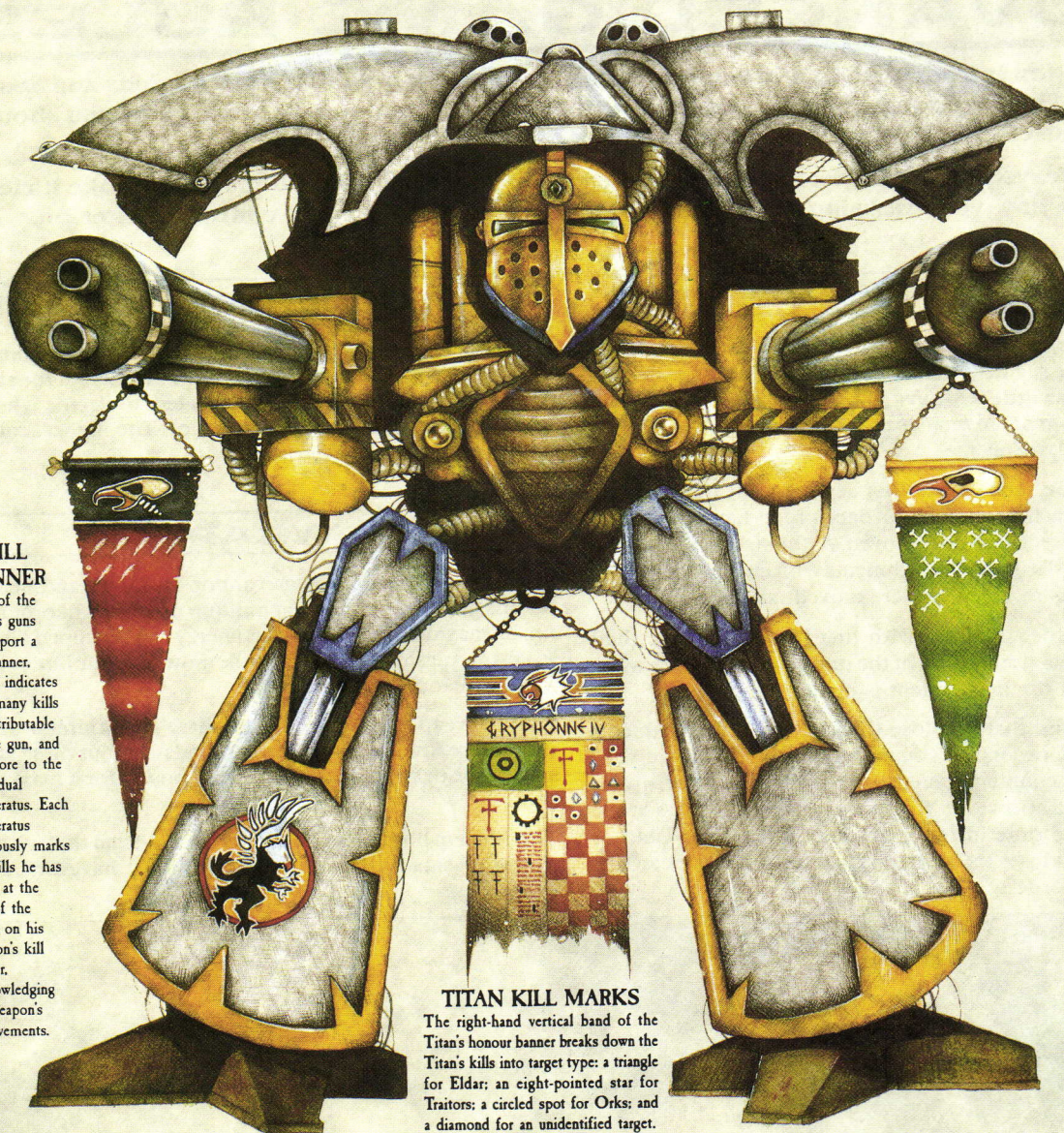


MODERATUS

PRINCEPS SENIORES

MODERATUS

WARLORD



KILL BANNER
Each of the Titan's guns may sport a kill banner, which indicates how many kills are attributable to the gun, and therefore to the individual Moderatus. Each Moderatus religiously marks the kills he has made at the end of the battle on his weapon's kill banner, acknowledging his weapon's achievements.

TITAN KILL MARKS

The right-hand vertical band of the Titan's honour banner breaks down the Titan's kills into target type: a triangle for Eldar; an eight-pointed star for Traitors; a circled spot for Orks; and a diamond for an unidentified target.

PRAETORIAN RANK EMBLEM



This emblem, mounted on the Titan's right leg plate changes colour to indicate the commander's rank: the Princes and Princes Seniores are both blue with white heads and claws; the Princes Seniores emblem is distinguished by its white wing tips. A Praetorian emblem has a Griffon with a black body, white head and claws.



PRAETORIAN CREW INSIGNIA

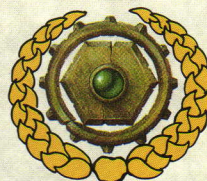
This symbol is embroidered on the right sleeve of Moderati under a Praetorian's command.



WARLORD
IDENTIFICATION MARK

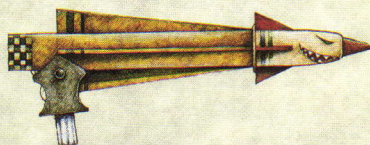
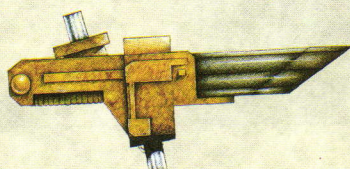
PRAETORIAN RANK BADGE

This appears as both an embroidered patch on the Praetorian's left sleeve, and as a medallion attached beneath his chest badge. It is similar to that worn by a Princes Seniores in that it bears twelve lugs; indeed it is the same badge, for when the Titan commander achieved the rank of Praetorian a laurel wreath was added to his old badge.



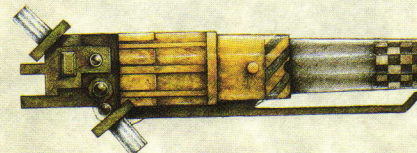
LAS-CANNON

It is common practise amongst Moderati to paint, name, and even bless their weapons; most believe that such a gun will have a higher success rate than one that is ill-treated.



SUPPORT MISSILE

Even though they are one shot, expendable weapons, missiles are also painted with bold, striking patterns; in the heat of battle they help identify the missile's type.



MACRO CANNON

Like all of the Titan's weapons, the macro cannon is designed to be easily removable; phased crystals provide the information link between Titan and weapon.

ADVANCED GAME RULES

This section introduces a number of new rules for use with both *Adeptus Titanicus* and *Space Marine*. These optional rules do add an additional level of complexity to the game and should only be used if both players agree beforehand.

Of course, you do not have to use all of these rules at once, and should therefore make it clear which, if any, you are using at the beginning of the game to prevent confusion later on.

REVEALING ORDERS

As an optional rule, you may prefer to reveal orders in the appropriate segment of the movement phase, thus helping to build up a little tension (*"Well, they didn't move in the charge segment - so have they got advance orders, or have they got first fire?"*).

Thus, at the start of the first segment, all infantry and vehicle detachments with fall back orders have their order counters revealed and are moved. At the start of the second segment all Titans and detachments with charge orders have their orders revealed and are moved, and so on.

Titans and detachments with first fire orders have their orders revealed at the end of the movement phase, or when any unit in the detachment is picked to snap fire.

You may find that you lose track of which detachments have which orders, so you are permitted to look at your own order counters secretly at any time until the orders are revealed. However, if you do not reveal orders at the appropriate time in the movement phase, the Titan or detachment loses its orders for that turn, and is treated as having no orders.

RANDOM FIRST PLAYER

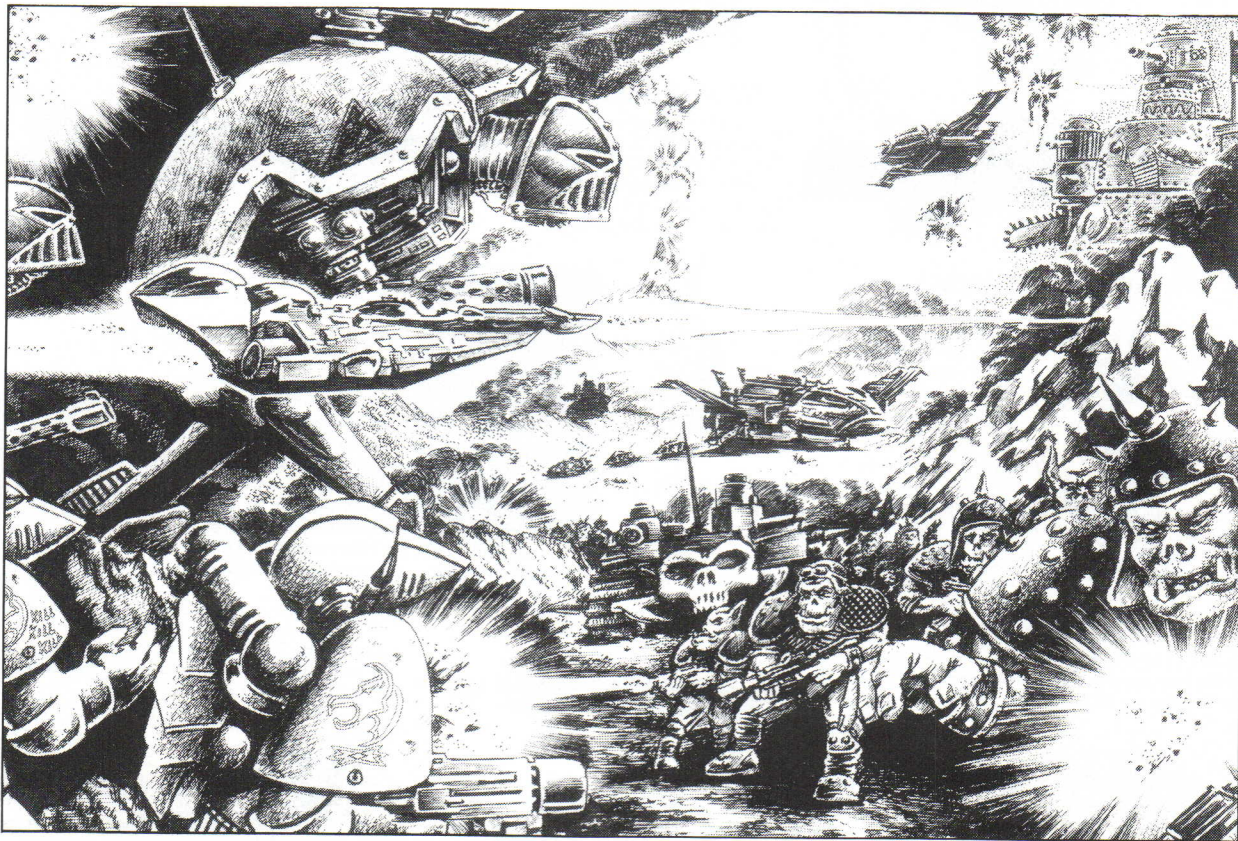
Instead of taking alternating turns as first player, you could heighten the tension of the game by rolling dice at the start of each turn, before orders are revealed, to decide who is first player. You should reroll any ties. The highest roller is first player for that turn only.

PLASMA WEAPONS

Plasma weapons (ie plasma cannon and light and heavy plasma guns) require a great buildup of energy in order to fire on maximal. For Titans, this energy can be tapped direct from the plasma reactor, but the power drain limits the Titan's freedom of movement.

Plasma weapons carried by infantry or mounted on a vehicle are fitted with power accumulators, but these take some time to build up the necessary power for a maximal shot.

The effect in both cases is that any unit or Titan that wishes to fire plasma weapon on maximal must have first fire orders.



CH

CREW SKILLS

Adeptus Titanicus only allowed crew skills to be given to Ace crews in campaign games. The following rules add several new skills, and allow players to randomly generate crew skills for one-off games.

NEW SKILLS FOR TITAN CREWS

The following new skills may be added to the list given in the *Campaign Game* section of the *Adeptus Titanicus* rulebook. They are gained in the same way as other skills.

Sixth Sense: The crew has an almost uncanny ability to anticipate threats, and can react quickly to counter them. The Titan may make *one* extra 45° turn in the movement phase.

Pinpoint Gunnery: The crew are deadly gunners, placing shots where they count. All shots fired by this Titan have a +1 modifier to their critical hit rolls. When firing into a close combat this modifier is lost, but the chance of hitting a friendly Titan is reduced by -1.

Tactical Genius: The Princeps of this crew is an exceptionally gifted commander, able to 'read' an enemy and react accordingly. This Titan may be given *two* order counters in the order phase, and the player may choose which set of orders to follow once orders for other Titans have been revealed.

Duckback: The crew's Princeps has the uncanny ability to anticipate incoming fire, and dodge some of the effects. Whenever a shot hits the Titan, roll a D6 and consult the following table:

D6 Roll Result

- | | |
|-----|---|
| 1-3 | Shot takes effect normally. |
| 4-5 | Shot dodged if Titan is in cover, otherwise normal hit. |
| 6 | Shot dodged - it has no effect. |

Very Fast: The Titan's Princeps is a very gifted pilot, able to coax that little extra performance out of his machine. The Titan gains an extra 4 cm to both its advance and charge movement rates.

Hipshooting: The Titan's Moderati are highly skilled at firing on the move, and discount the normal -1 modifier to hit while under charge or evade orders.

Kurtz coaxed the damaged Warhound towards the Imperial lines. He prayed that the field repairs he had chanted earlier would hold. It wasn't looking good. He was drifting in and out of synch with the Beast. One moment he was perfectly integrated, feeling its ferocious pressure against his mind, perceiving everything through its senses; next he was remote from it, groggy and numb.

Rubble crunched under the Beast's claws. In the distance he could hear the crackle of small arms fire. The ruined streets looked perfectly safe but he felt something was wrong.

The hair on the back of his neck rose and the nape-stud where he was linked to the Titan felt cold. He stopped. The Beast's head swivelled like a hound seeking a scent.

Sensing danger Kurtz wheeled the Beast around. Behind him the streets were full of rebel Marines.

MARKSMANSHIP

The effect of this skill is altered slightly when you are using the new Titan damage systems in this book.

If you are using the *Advanced Damage Rules*, you may modify the roll on the damage table by one point after the dice have been rolled.

If you are using the *Epic Battle Damage System*, you may modify the level of damage roll by +1. The damage table roll is *not* modified.

RANDOM CREW SKILLS

For one-off games, roll 2D6 for each Titan at the start of the game to generate their experience level, number of dice rerolls and number of skills.

To generate a crew's skills (if any), roll a D66 on the *Skill Table* for each skill.

D66 ROLLS

D66 is a new dice code. It's not actually a 66-sided dice, but a new way to read two 6-sided dice. Roll one dice for the tens; so a score of 2 = 20, 4 = 40 etc. Roll the other dice for the units; so a score of 3 = 3, 5 = 5 etc. Then put the numbers together to get a score from 11 to 66. For example, if the tens dice rolls 4 and the units dice rolls 1, the total is 41.

If a skill is rolled more than once, roll the dice again.

EXPERIENCE LEVEL TABLE			
2D6	Experience Level	Rerolls	Skills
2-3	Green	None	None
4-7	Experienced	1	None
8-9	Veteran	2	None
10	Elite	3	None
11	Ace	4	1
12	Ace	4	2
SKILL TABLE			
D66	Skill		
11-13	Sixth Sense		
14-21	Tactical Genius		
22-25	Very Fast		
26-32	Hipshooting		
33-41	Natural Leader		
42-45	Duckback		
46-52	Fast Reactions		
53-54	Close Combat Attack		
55-56	Close Combat Defence		
61-62	Damage Control		
63	Pinpoint Gunnery		
64	Accuracy		
65	Marksmanship		
66	Very Lucky		

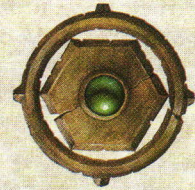
RANDOM SKILLS IN CAMPAIGNS

When playing a campaign, Ace crews must generate new skills by rolling a D66 on the skill table instead of choosing as in the *Adeptus Titanicus* rulebook. A skill may not be acquired twice; reroll when the dice indicate a skill that the crew already has.

WARHOUND

PRINCEPS RANK BADGE

Upon each promotion, the outer ring of the crewman's rank badge is replaced. Upon becoming a *Principes*, the original ring - the plain circle worn by all *Moderati* - has four lugs added. Like the ring, they are made from the same metal ore as the Order's Titans, and are inscribed with a prayer of loyalty.



PRINCEPS CREW INSIGNIA

Those *Moderati* under the command of a *Principes* wear this symbol on their right sleeve.

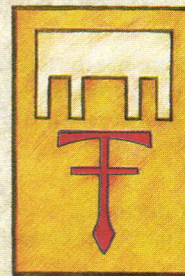


PRINCEPS RANK EMBLEM

Although normally found only on the Titan's right leg, the rank emblem may also be displayed on the right-hand side of the carapace - especially on Warhound Class Titans where the *Principes* is the sole crewmember. Note that the *Principes* version is blue with white head and claws.

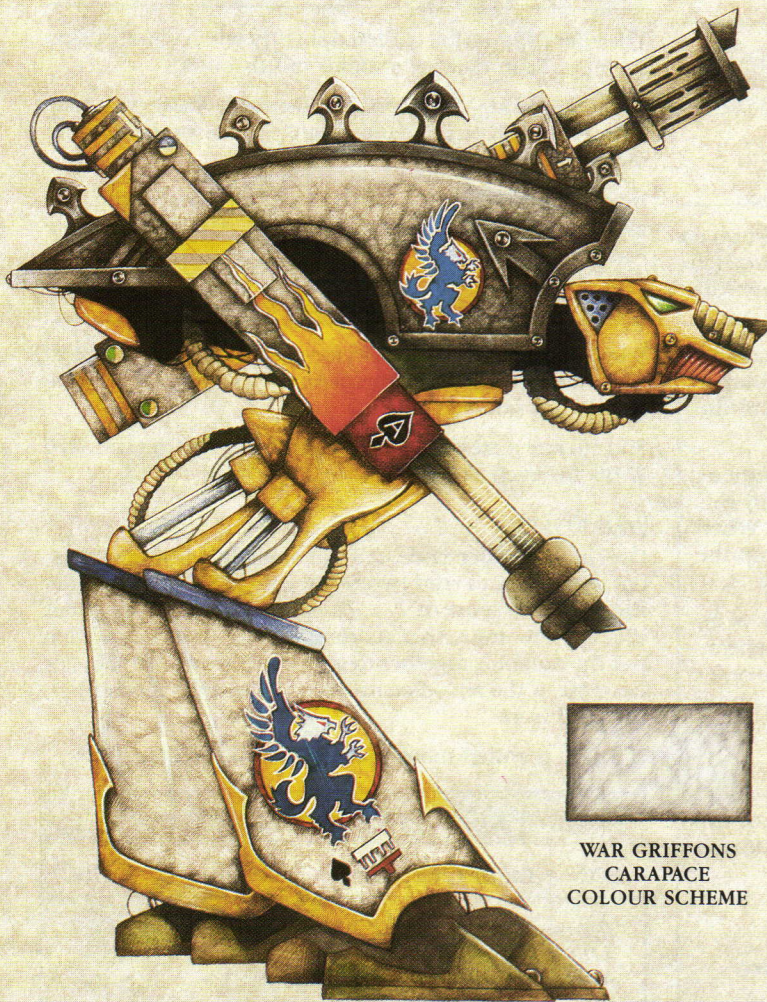


WAR GRIFFONS
CARAPACE
COLOUR SCHEME



WARHOUND IDENTIFICATION MARK

This symbol is the Warhound Titan identification mark and is painted on the lower portion of the leg plates where it can be easily seen by ground level troops.



ARMOURED VEHICLES

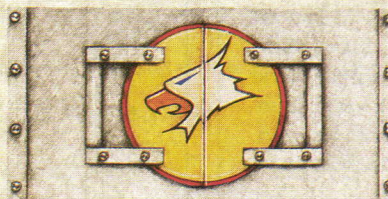
RHINO



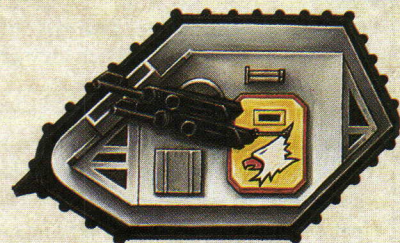
The tops of the vehicles display the Order's vehicle recognition symbols, so that a Titan *Principes* may see which sort of troops it contains. In many *Scutarii* regiments these identification marks are also derived from the Order's symbol. In many cases they determine the armour recognition symbols that the crew wear in terms of colour if not design.

ARMOURED VEHICLES

The Order's badge is also used as the insignia on all of its associated vehicles and troops. These troops are known as the *Scutarii*, and are levied from the Order's Forge World. They follow the normal Imperial Guard structure, but have much more rigorous recruiting procedures.



LAND RAIDER



The Order's badge is the most important part of *Scutarii* markings and appears prominently on all their armoured vehicles, and uniforms.



INFANTRY RECOGNITION SYMBOLS

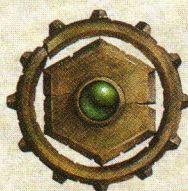
The infantry recognition symbols are worn on both sides of the helmet. Their colour depends on the type of unit: green for assault units; blue for devastator units; and red for both tactical and support, as they fight in conjunction. The colour of the shoulder emblem, shown right, also varies with the type of unit, following the same pattern.



ARMOUR RECOGNITION SYMBOLS

The three variations for the helmet flashes of Land Raider, Predator and Vindicator crewmembers are shown above. Like the infantry recognition symbols, their colour varies. Unlike the infantry symbols, they do not follow a preset pattern: they vary in line with the vehicles own recognition symbol, painted on the vehicle's roof for the benefit of Titan crews.

REAYER



PRINCEPS SENIORES RANK BADGE

Like all of the other rank badges, the Princeps Seniores contains a gem at its centre. The gem, in this case emerald, is a phased crystal, and is used as a key to the Titan's control room.

PRINCEPS SENIORES MODERATI

Those Moderati commanded by a Princeps Seniores wear a white winged Griffon on their left sleeve.



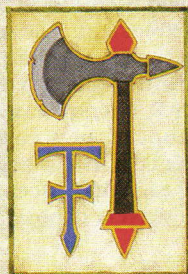
PRINCEPS SENIORES RANK EMBLEM

The Princeps Seniores rank emblem differs from that of the Principes in its use of white on the wing tips and head. The addition of white to an emblem is commonly used to indicate a Princeps Seniores is in command.



REAYER IDENTIFICATION MARK

Each class identification mark, in this case the Reaver's, serves a dual purpose: they are awarded to each Titan upon leaving the Mars factories, and serve as a guarantee that the construction of the Titan conformed to an STC pattern.



THE CAMPAIGN GAME

During a campaign a force of Titans is, to all intents and purposes, a self-contained unit. It can rely on little support from its parent Order or from the Adeptus Mechanicus, and has to become more or less self-reliant. It is only after the campaign is over that the Titans are shipped back to the Forge World for refitting and redeployment. In the meantime, they have to rely on infrequent supplies from off-planet and what can be salvaged from the battlefield.

In these advanced campaign rules, you are in command of such a force rather than a complete Order - taking, if you will, the role of the Princeps Seniores who leads the unit.

BUYING TITANS

Armoury points are only used when setting up the initial unit of Titans. This represents the Princeps Seniores choosing and equipping his force for the task he has been given.

You have 10,000 armoury points, as before. However, you can buy only the Titans listed on the *Standard Imperial Titans* table, and you may not spend *any* points on support missiles. Any points you do not spend are converted into honour points, at a rate of 1 honour point for each 250 armoury points, up to a maximum of 4 honour points. Any remaining armoury points are *lost*, do not record them on the campaign roster.

Next you must fill out a *Titan roster sheet* for each Titan in your Order. You will find a blank Titan roster sheet in the back of this book; you have permission to photocopy this for your own use only.

As in the *Designing Imperial Titans* section, you must choose the weapons for each of your Titans and record them on the roster sheet. If you choose to have some missiles, record this on the roster; use the *Random Missile Selection* rules to determine which missiles you have. Keep track of the missiles on the campaign roster, not the titan roster.

Fill out the rest of the details on the campaign roster using the rules in the *Adeptus Titanicus* rulebook.

Marnoc knew that the enemy was close behind them now. He could pick up comm-pulses of several rebel Titans, almost within weapons range. There was no way the damaged Fortunata could take on so many. Even the Titan itself seemed to realise this. It ran unprotestingly before the advancing Traitors.

Marnoc had powered down the void shields so that they would not show up on enemy sensors. He knew that the buildings of Rogsburg would shield them from radar. He could only pray that they encountered no enemy scouts.

The area they passed through had obviously seen heavy fighting. A burned out Warhound lay across the street, the skeleton of a crewman visible through the sides of a shattered escape pod.

"Perhaps we should stop, Princeps. Scavenge parts."

"We can't stop, Toal, Enemy are too close."

They pressed on. Marnoc monitored the comm-pulses from around the sector. Rumours that the rebel blockade had been broken and that Imperial reinforcements were about to arrive flickered up and down the line. Marnoc hoped they were true.

CAMPAIGN SCENARIOS

These rules are more or less unchanged. Note that support missiles may only be mounted on Titans which are fitted with a missile mount, but that you are still allowed to choose which missiles you will use from the Titan's armoury.

The following optional rules can be used if all players agree to use them at the start of the campaign.

SIMULTANEOUS SCENARIOS

Battles are not always fought one at a time, and often your Titan's will be called on to fight two or three battles at the same time. To represent this, roll 1D6 and divide the score by two (rounding fractions up). The result is the number of scenarios that must be played before the next downtime sequence. Work out the BFL for each of the scenarios and allocate Titans as normal, but note that an individual Titan may only take part in *one* of the scenarios that have been generated - Titans can't be in two places at the same time! Having chosen forces, each of the scenarios can be played out, in any order the players choose.

SPACE MARINES

During a campaign, Titan forces can be called upon to support Space Marines, or vice-versa. When fielding a mixed force of infantry, vehicles and Titans, you can spend up to 50% of the BFL for the scenario on infantry and vehicle detachments.

DOWNTIME

The following modifications are made to the downtime section of a campaign.

EXPERIENCE PHASE

Experience points can also be earned by destroying infantry and vehicles. A Titan crew gains 1 experience point for every 750 battle rating points of vehicles and infantry that it destroys.

HONOUR PHASE

The rules for the honour phase are unchanged.

SALVAGE PHASE

Imperial forces may attempt to salvage from Eldar Titans and Ork Gargants. In both cases there is a -2 modifier to the salvage roll.

Only weapons may be salvaged, except for belly guns may not be used by anything other than a Gargant.

REPAIR PHASE

Because the Titans are often isolated while on campaign, some of the rules for the repair phase of the campaign sequence need to be amended.

SPARE PARTS

Salvaged spare parts may be used to repair damaged Titans, or to improve undamaged Titans, as normal.

STRIPPING DOWN

Titans may be stripped down to provide weapons and devices for other Titans as follows:

Void Shield Generators may be transferred from one Titan to another, as long as no Titan has more VSGs than is allowed on the *Advanced Data Table*.

Weapons may be transferred from one Titan to another as desired, subject to the rules on hard point configurations.

Hard Points may be stripped out of a Titan, or their weapon grade may be reduced. Hard points may *not* be transferred to another Titan. Stripping down a Titan's hard points will reduce its total weapon grade; refer to the section on *Designing Imperial Titans* to determine how this will affect the Titan's performance.

Historical Note. It has already been mentioned that the Nightgaunt and Eclipse variants on the Warlord hull were stop-gap measures, used to cover losses to both Titans and weapons. The rules for stripping down hard points allow the players to recreate this practice.

REQUISITIONING

The following rules replace those for requisitioning in *Adeptus Titanicus*. During the repair phase of downtime, a Princeps Seniores may attempt to requisition supplies. This reflects him sending pleas for new equipment to the Order's Forge World and to the Adeptus Mechanicus workshops.

A player may make up to ten *appeals* in each repair phase. For each appeal, the player picks *one* of the *Requisition Tables* below and rolls dice to determine the outcome. The player may spend one or more honour points to modify the dice roll, but must decide to do so before the dice is rolled. Each honour point spent adds +1 to the roll on the *Appeal Table*. Honour points that are spent are not lost (ie the Princeps Seniores' honour points total is not reduced), but the same honour points may not be used again in the same repair phase.

APPEAL TABLE	
D6 Roll	Result
1	Appeal Denied. Resources are strained to the limit, and the Titans get nothing. It may not make any more appeals in this repair phase.
2-5	Appeal Partially Granted. Resources are tight, but the Titans are too important to be ignored. The Titans get <i>something</i> , but not necessarily exactly what was wanted. Roll on the appropriate <i>Requisition Table</i> to see what they receive.
6	Appeal Fully Granted. The Princeps Seniores is either lucky, highly-respected, strategically important or very influential. The Titans get exactly what was requested - the player may choose <i>one</i> item from the appropriate <i>Requisition Table</i> .

REQUISITION TABLES

HULLS

2D6 Roll	Result
2-3	Nothing
4	Warhound
5	Warlord (Death Bringer)
6	Reaver (Goth)
7	Nothing
8	Reaver (Hun)
9	Warlord (Death Bringer)
10	Warlord (Nemesis)
11-12	Player may choose one hull

Hulls are supplied with void shields, but without weapons - see the section on *Designing Imperial Titans* in this book.

HEAVY WEAPONS

1D6 Roll	Result	1D6 Roll	Result
1	Nothing	4	Heavy plasma gun
2	Auto-cannon	5	Multi-launcher
3	Multi-melta	6	Las-cannon

Note that weapons will automatically be the correct grade for the hard point on which they are mounted.

VERY HEAVY WEAPONS

1D6 Roll	Result	1D6 Roll	Result
1	Nothing	4-5	Macro-cannon
2-3	Plasma cannon	6	Defence laser

CLOSE COMBAT WEAPONS

1D6 Roll	Result
1	Nothing
2-4	Choose any one close combat weapon
5-6	Choose any one heavy close combat weapon

SUPPORT MISSILES

1D6 Roll	Result
1	Nothing
2	One light support missile - roll once: 1 - Blind or Mine Dispenser*; 2 - Haywire or Plasma*; 3 - Warp; 4 - Plasma; 5 - Stasis; 6 - Vortex
5-6	* player may choose Two light support missiles - roll twice: 1 - Blind or Mine Dispenser*; 2 - Haywire or Plasma*; 3 - Warp; 4 - Plasma; 5 - Stasis; 6 - Vortex

Support missiles are supplied with a missile mount.

VOID SHIELD GENERATORS

1D6	Result	1D6	Result
1	1 VSG	4	4 VSGs
2	2 VSGs	5	5 VSGs
3	3 VSGs	6	6 VSGs

DEVICES

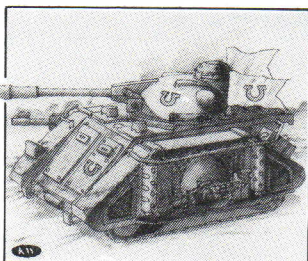
2D6 Roll	Result	2D6 Roll	Result
2-3	Nothing	8	Jump Packs
4	Cameleoline	9	COBRA
5	COBRA	10-12	Choose <i>one</i> device
6	Jump Packs		
7	RELAY		

A result of *Nothing* means the appeal produces no result.

ARMoured VEHICLES

The *Space Marine* rules cover three armoured vehicles: the Land Raider battle tank with its fearsome armament of four las-cannon and two heavy bolters, the lightly-armed Rhino APC, and the slightly heavier missile-armed Whirlwind variant. Diverse as these are, they all fall into the category of *armoured vehicles* because their passengers and crew are completely protected by their armour - they are not exposed to enemy fire. *Light vehicles*, whose crews are partially or wholly unprotected, are discussed in a later section.

THE PREDATOR

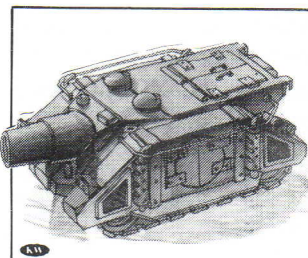


The Predator is a heavily-armed variant of the Rhino APC, developed as a light battle tank. With two swivel-mounted las-cannon and a turret-mounted auto-cannon, it packs almost as much punch as a Land Raider, although it does not have the space to carry troops.

Predators have seen action with most Space Marine Chapters, on both sides of the conflict.

The Predator is an armoured vehicle, and follows all the normal rules for armoured vehicles.

THE VINDICATOR



Like the Predator, the Vindicator is a variant on the Rhino APC chassis. It carries a single heavy weapon in a front swivel mount - a heavy assault gun known as the Thunderer. The Vindicator was originally designed by the Loyalist forces for fighting in built-

up areas, where range was secondary to the gun's effect against buildings and enemy armour. After its decisive role in the clearance of Stahlenburg during the Scouring of Rotstern I, the forces of Horus copied the design, and within months the Vindicator was in use by both sides.

Lexicanian Trask prayed the Rebel advance was faltering. Below him the Land Raider and Predator continued to fire on the Traitor Titan while the Ultramarines milled about trying to regain formation. Two Loyalist Titans raced forward on an intercept course. Trask upped the intensity of his magnoculars. Filters cut in to prevent him being blinded by plasma flare. He made out the insignia of the approaching allies; Warp Runners.

The enemy Titan loomed like gigantic skeletal death over the wasteland of twisted girders and broken buildings. Trask felt impotent and alone as far below his brother Marines fought to stave off the enemy advance.

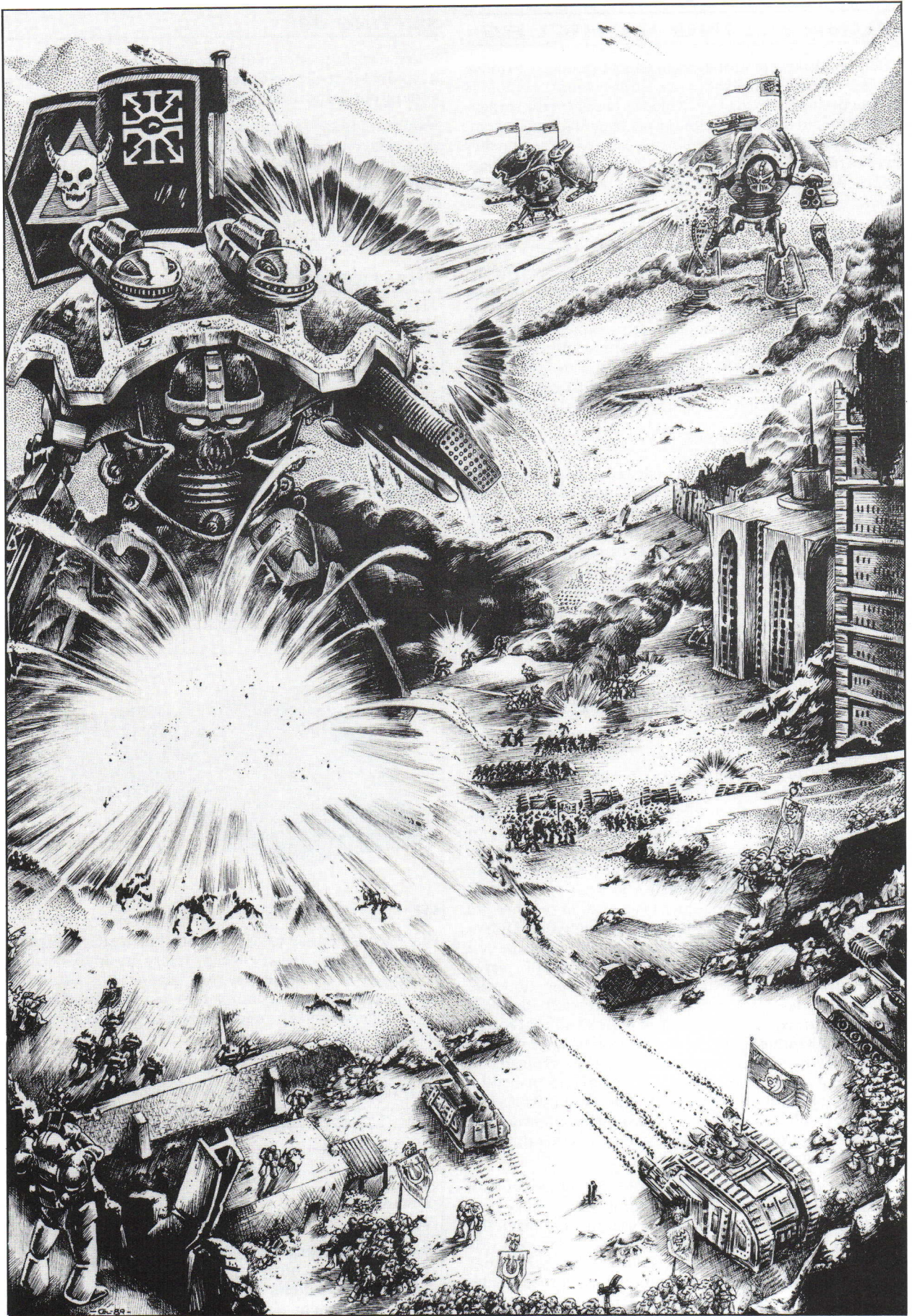
The battle teetered in the balance. Trask hoped the Warp Runners could stop the Deaths Head before it reached the Bromium Refinery. He knew that it would only take one unlucky hit to make the whole ammo dump go up like an out of control reactor.

"Keep firing, brothers," Trask urged over his comm-link. "That last salvo almost overloaded the void shields."

The crews did not respond verbally but the intensity of their fire increased. Behind the vehicles squads of Ultramarines formed up for a desperate last stand.

A burst of fire from the leading Warp Runner caught the Traitor high on the carapace. Armour boiled and ran. The Deaths Head staggered closer; a doomed giant making one last effort to swat its tiny assailants. Once more Trask breathed a prayer.

It was going to be close.



Combined force of Ultramarines and Space Wolves hold their ground against heavy Traitor assault

TUNNELLING VEHICLES

There are some circumstances in which the ability to move underground is invaluable. An underground vehicle is untouched by the battle which may be raging on the surface, and can avoid most obstacles simply by going under them. And the enemy can never be entirely sure where a tunneller may surface to rejoin the battle. *Tunnelling Vehicles* are a sub-class of armoured vehicles, and have several special rules.

MODELS

A tunnelling vehicle normally consists of two elements: the tunneller itself and a surface transport vehicle. Because of this, each tunneller is represented on the tabletop by three separate models. A model of the complete unit is used when the vehicle is moving into position. When it starts tunnelling this model is replaced by a model of the transporter only. Finally, a model of the surfacing tunneller is used to mark the point where it breaks the surface.

SURFACE MOVEMENT

Before tunnelling starts, the vehicle moves on the tabletop as a normal armoured vehicle. The data sheet has two sets of movement numbers for tunnelling vehicles, marked *surface* and *underground*. The transporter moves at the *surface* movement rates, obeying all the normal movement rules for armoured vehicles. After the tunneller has started on its underground journey, the transporter is left behind. It may not move, and, being unarmed, it may not fire. It may, however, be used as cover by infantry, and it blocks movement and line of sight in the same way as a normal armoured vehicle.

UNDERGROUND MOVEMENT

Each tunnelling vehicle has a single movement rate for underground movement. It may start tunnelling at the beginning of any movement phase. When tunnelling starts, the transporter model is aligned on the tabletop so that the tunneller is facing in the desired direction - a single turn of up to 45° may be combined with the start of tunnelling. Then, the player notes down secretly the number of turns for which he wishes the tunneller to move underground. This information is kept secret until underground movement comes to an end, in the first fire segment of the movement phase of the stated turn. When the tunneller surfaces, place a burst template at the desired point, with the number 1 pointing back towards the player who controls the tunneller. Then roll for deviation: the tunneller deviates D6 cm in a random direction. Place the surfacing tunneller model on the table in the indicated position. If a tunneller surfaces directly beneath a vehicle, Titan or infantry stand, treat it as a ram or overrun attack, using the normal rules. If a tunneller surfaces beneath a building, the building suffers D3-1 critical hits (ie roll a D6, halve the result and subtract 1, rounding fractions down), and the tunneller must make a successful saving throw to avoid destruction.

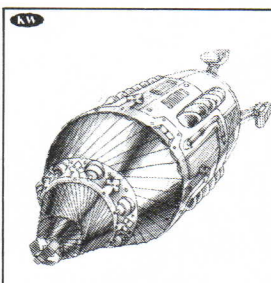
A tunneller may transport troops in the same way as a normal armoured vehicle. Note, though, that troops may not disembark while moving underground, and that if the tunneller is destroyed while surfacing, any troops it is carrying are also destroyed. A tunneller may not turn, shoot or be fired on while it is underground. It may fire normally in the first fire segment of each combat phase after it surfaces, but may not move after surfacing.

SETTING UP

When setting up a force that includes tunnelling vehicles, it is possible to set up tunnellers so that they are already underground and heading towards their target.

Set-up is handled as normal, but the transporter models are placed on the table instead of the complete transporter-plus-tunneller models. The tunnellers themselves are assumed to have been tunnelling for up to 3 complete turns before the battle starts on the surface. Note that the direction of tunnelling must be indicated by the facing of the transporter model when they are set up.

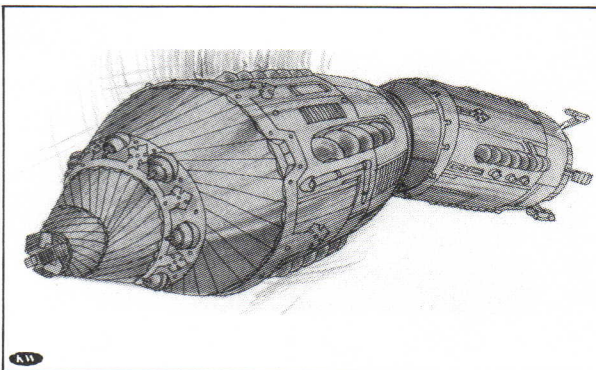
THE TERMITE



The Termite is a small assault tunneller, used to transport troops without exposing them to enemy fire. It can also be used for mounting surprise attacks, appearing behind enemy lines and causing maximum disruption. In this latter role, the vehicle played a decisive part in the capture of Abfall B, when the whole

of the first Company of the Imperial Fists Space Marines were transported underground into the heart of the Traitor stronghold by more than fifty Termites.

THE IMPERIAL MOLE

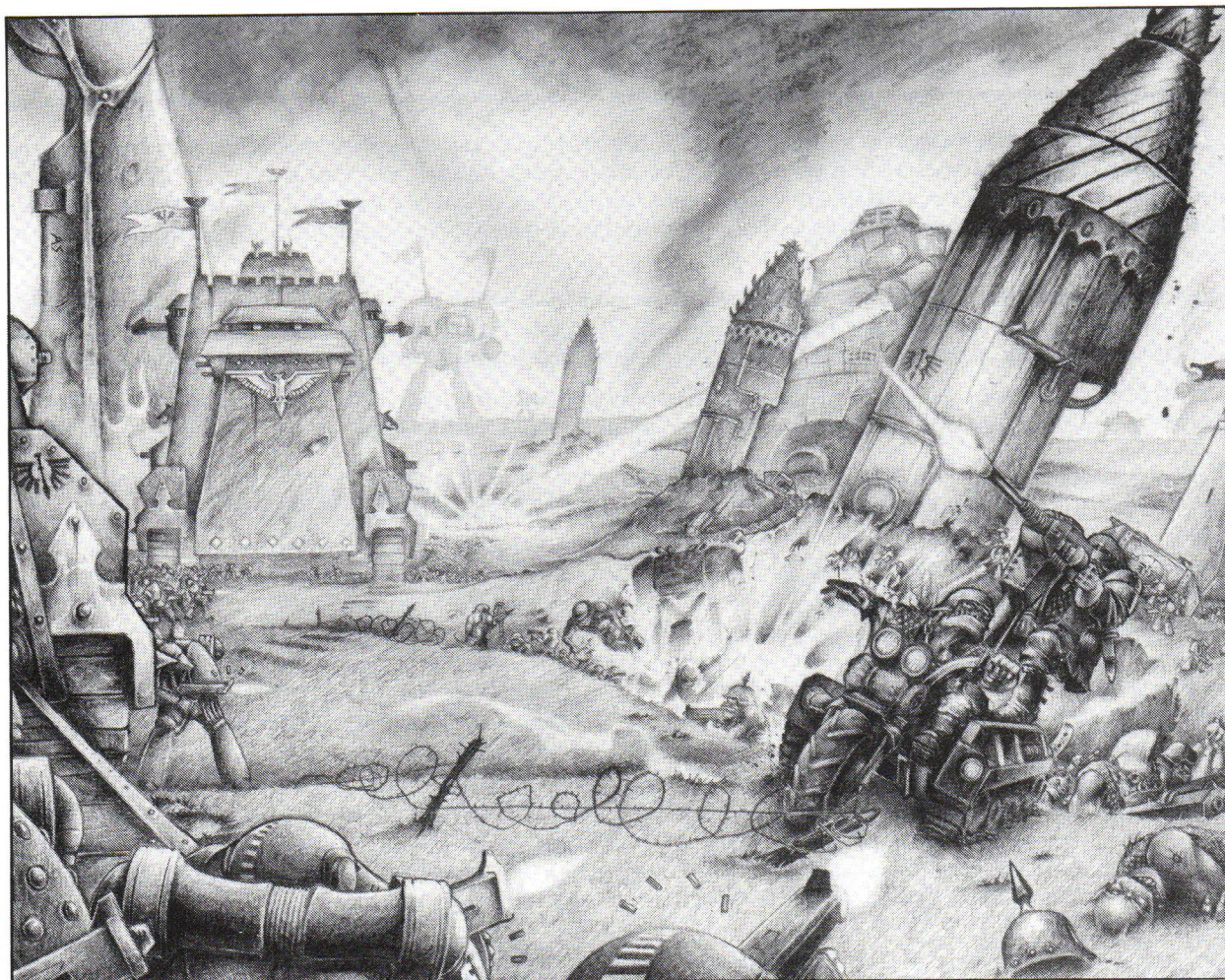


The Mole is similar to the Termite, but larger and has a greater carrying capacity. It may transport up to 4 stands of infantry in the same way as a Termite. It is also more heavily armed, with a combination of multi-launcher and heavy bolters allowing rapid clearance of the surfacing zone for safe troop deployment.

ARMoured VEHICLE DETACHMENTS

Standard detachments for armoured vehicles are as follows:

Detachment Type	Number and Type	Battle Rating
Predator Detachment	4 x Predator	540
Vindicator Detachment	4 x Vindicator	360
Termite Detachment	4 x Termite	420
Mole Detachment	2 x Mole	360



as

Brother Lucius ducked as a hail of bolter fire passed over his head. He threw himself flat on his stomach and brought his own weapon to bear. He drew a bead on the Orkish heads that appeared above the parapet line and opened fire. An Ork screamed and died.

From the distance he could hear the roar of engines as the Orks revved up their Warbikes preparatory to launching a counter-attack. The car-splitting sound was audible even over the clanking of Behemoth tracks and the near-deafening thunder of the distant Gargants discharging their weapons.

From near at hand Lucius could hear the guttural sound of Orkish voices as they moved down the trench towards the threatened breakthrough point. Lucius sprayed the area with shells, hoping to pin them down. Several Orks leapt clear of the trench and made an insane charge towards him.

Lucius was taken by surprise. The Orks were so close that he could almost touch them before he opened fire, cutting them down.

He heard a scream beside him and saw Brother Trainor go down, explosive shells tearing chunks from his armour. Lucius looked for a medic but all he could see were the great mobile fortifications that were the Behemoths crawling slowly forward. Around them seethed companies of Marines attempting dispersal from their boarding ramps.

Lucius felt the earth tremble and turned his head to see an Orkish Warbike clear the defensive trench and come rumbling forward.

Its gunner was momentarily distracted as the bike bounced and his weapon discharged harmlessly skyward. Lucius tried a snapshot but his shells bounced from the armoured vehicle.

The ground shook far more than even the marching Titans should cause it to. As Lucius watched an Imperial transporter veered off, side-cannons discharging, till it was running parallel to the earthworks rather than directly towards them.

The rumbling increased and Lucius could make out the confused shouts of the Orks as they tried to work out what was going on. The whole Imperial advance had halted temporarily. The wave of Titans, transporters and troops had halted. The Orkish confusion gave way to jeers.

"Zoggin' humie yellerebellies," he heard one greenskin cry in badly accented Imperial. Lucius treated him to a shot and the Ork ducked once more below the parapet.

Suddenly the Orks were screaming with fear. From the earth behind their positions several Imperial Mole transporters erupted, soil spraying from the screws of their huge drills. They emerged smoothly, great towers looming over the tiny forms of the enemy.

The demoralised Orks milled about in confusion. The defensive fire slackened. The Imperial advance began once more and the Orks began to fall back.

"Forward, brothers," he cried. "Breakthrough has been achieved."

LIGHT VEHICLES

Light vehicles fit in between armoured vehicles and infantry: they are vehicles where the crew is wholly or partially exposed to enemy fire. This means that they can be targeted as infantry or vehicles - the attacker will choose his target depending upon the weapon he's using, sometimes hoping to disable the vehicle by killing its crew, and sometimes seeking to destroy the vehicle itself.

The category of light vehicles includes *skimmers*, vehicles that are capable of hovering and flying, and *field artillery*, mobile weapons with a small crew. These allow a fast initial disposition of firepower during an assault, and a rapid response to enemy movements and counter-attacks.

The following count as light vehicles: Motorbikes, Motorbike Sidecar Combinations, Jet Bikes, Land Speeders, Rapiers, Tarantulas, Mole Mortars and Thudd Guns.

When an enemy unit fires on a light vehicle, the firer may choose whether to treat it as a vehicle target or an infantry target.

This choice may be made for *each* weapon that fires, including different weapon types from the same stand.

For example, when a Space Marine Support Stand fires on a Jet Bike, the Space Marine player may choose to treat the Jet Bike as an infantry target when firing bolters, and as a vehicle target when firing las-cannon.

SKIMMERS

Not all vehicles travel on the land surface; some, like Jet Bikes, hover above the ground and are capable of flying over obstacles. These vehicles are called *skimmers*. Jet Bikes and Land Speeders are skimmers.

Skimmers move as normal vehicles under most circumstances. When a skimmer detachment is given charge orders, it is assumed to be flying high enough to ignore any obstacles 8 cm high or less. At the beginning and end of the move, however, the detachment is assumed to be at ground level. Thus, for example, a Jet Bike Detachment with charge orders may fly over a low building and drop down into cover behind it.

When a skimmer attempts a ram attack against a Titan, roll for the ram normally, then consult the following table:

SKIMMER AGAINST TITAN RAM TABLE

Titan has operating void shields

Beats Titan's score: skimmer destroyed, 1 void shield knocked down on Titan.

Equals Titan's score or less: skimmer destroyed; Titan not affected.

Titan has no operating void shields

Beats Titan's score by 3 or more: skimmer destroyed; Titan takes *Critical Damage*.

Beats Titan's score by 1-2: skimmer destroyed; Titan takes *Superficial Damage*.

Equals Titan's score or less: skimmer destroyed; Titan not affected.

Note that damage location is determined normally when a skimmer rams a Titan.

FIELD ARTILLERY

Field artillery is a subclass of light vehicles, consisting of a slow-moving weapon with a small crew. Mole Mortars and Thudd Guns are field artillery.

In most respects, field artillery behaves as a normal light vehicle. However, it is somewhat less mobile, and has only one movement rate - charge. This means that while it is possible to move and fire the piece in the same turn, its accuracy suffers.

Field artillery generally has a swivel forward (SwF) weapon mount; this gives a 180° fire arc to the front of the vehicle.

Field artillery may *not* make ram or overrun attacks. Note that it still has a CAF score for use when it is attacked in close combat by other units.

The speeders drifted slowly above the grey buildings of Ragsburg, the soft whine of their engines barely audible above the deep thumps from the battlefield some two hundred feet below.

Brother-Captain Dornal ordered the speeders to hover, sixty sleek machines in a huge V-formation, waiting for the bikes to show themselves. He slammed a line of shells into an alleyway, hoping to flush the Space Wolves out. To Daral's amazement, the six bike detachments, now down to sixty men, raced from a warehouse to the left of the street.

"Damn 'em. They must have doubled back." He cursed himself. It was the oldest trick in the section commander's book. Dornal would have done the same if their positions had been reversed.

The bikes had the advantage of surprise. They thundered beneath the speeders, spraying upwards with multi-meltas. Speeders fell like fiery meteors. Dornal saw a blazing gunner trying to leap clear, to a clean death. He heard a long whoop as a pilot guided his crashing machine into the column of motor-bikes. One cycle exploded. With a screech of tyres, the remaining Space Wolves slewed round the collision.

Dornal ordered the speeders to attack. There was a sickening lurch as his craft went into a steep nose dive. Multi-melta fire burst about them and they jinked to avoid it. To the left a speeder became a ball of flame. Shrapnel pattered off the speeder's armour. Dornal felt pain sear his cheek. He dabbed at it and felt blood. The wind roared in his ears and he felt his scarf whipping out behind him.

The street was pock-marked with explosions as the speeders opened up, turning the bikes to mangled scrap. Dornal smiled as a wounded Marine, crawling from the wreckage, flashed across his sights.

He vapourised the man where he stood.

"That's one for the Warmaster. You should have joined us when you could, brother," he whispered.

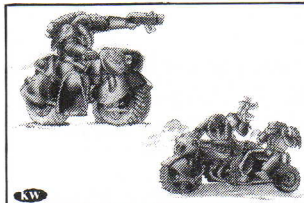
G-force tugged at his cheeks as the pilot pulled the speeder's nose up. His limbs felt heavy as they rose skyward faster than a hawk in flight. Dornal twisted his head to look back. Below him the streets were filled with running men and blazing machines. Great clouds of oily smoke belched skyward. Space Wolves scuttled frantically about searching for cover that was not there. Momentarily Dornal felt sorry for his former brothers.

He saw a bike screech into a U-turn and skid to halt.

A medic was helping one of the wounded over to it. Dornal raised his hand in salute to the bravery of the cyclist. Then he ordered his flight back to the attack.

'You should have run when you could, Wolf', he thought, 'for we will show you no mercy.'

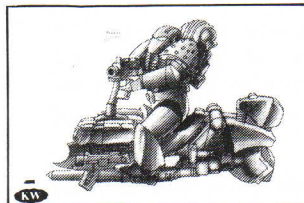
MOTORBIKE



Motorbikes are widely used by the Space Marines to provide fast and mobile troop detachments. The bikes are fitted with a forward-firing bolter, and are also used in a two-man sidecar combination with

an additional swivel-mounted support weapon - commonly a multi-melta.

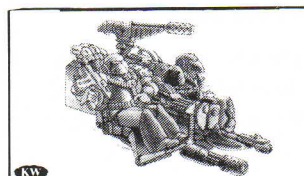
JET BIKE



The Jet Bike is a popular vehicle for advance and scouting purposes, and is used as standard by all Space Marine Chapters. It mounts a single forward-firing bolter, but mobility and speed are its main weapons.

Many rapid deployment close assaults have been won due to the presence of Marine Jet Bike Detachments.

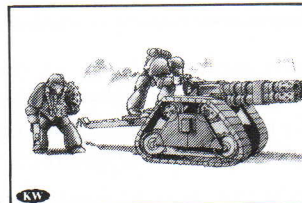
LAND SPEEDER



The Land Speeder is a heavy skimmer, with a two-man crew and heavier armament than a Jet Bike. It is used for a wide range of scouting and fast ground-attack functions. Land Speeders

are usually armed with a forward-firing melta-gun and a turret-mounted multi-melta, and have a crew of two Marines.

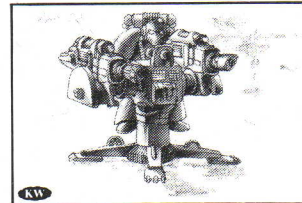
RAPIER



Rapier requires a crew of two.

The Rapier is a tracked mobile weapon mount, widely used in a heavy anti-personnel role. The typical armament is a multi-laser, making the Rapier very effective against infantry and light vehicles. The

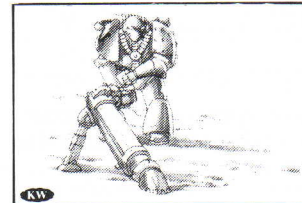
TARANTULA



Tarantula requires a crew of one.

The Tarantula is another mobile weapon mount, with a gravitic base which allows it to traverse rough ground easily. It mounts a pair of support weapons; las-cannon are the most common armament. The

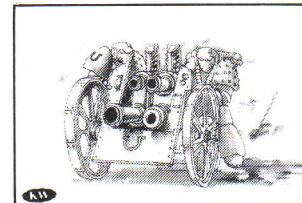
MOLE MORTAR



The Mole Mortar requires a crew of two.

The Mole Mortar, as its name suggests, consists of an angled tube which fires a drill-equipped shell down into the ground. The shell burrows its way to the target, exploding under the ground or slightly above it.

THUDD GUN



The Thudd Gun is a quad-mounted mobile weapon firing high-explosive shells similar to those used in an auto-cannon. Thudd Guns saw wide service during the Heresy, even being used inside the Imperial Palace

on Terra to defend strategic corridors against the defending Traitors. The Thudd Gun requires a crew of two.

LIGHT VEHICLE DETACHMENTS

Standard Imperial light vehicle detachments are as follows:

Detachment Type	Number and Type	Battle Rating
Bike Detachment	6 x Bike	150
Sidecar Detachment	6 x Bike Combo	150
Jet Bike Detachment	6 x Jet Bike	180
Land Speeder Detachment	6 x Land Speeder	240
Rapier Detachment	4 x Rapier	180
Tarantula Detachment	4 x Tarantula	160
Mole Mortar Detachment	6 x Mole Mortar	120
Thudd Gun Detachment	6 x Thudd Gun	120

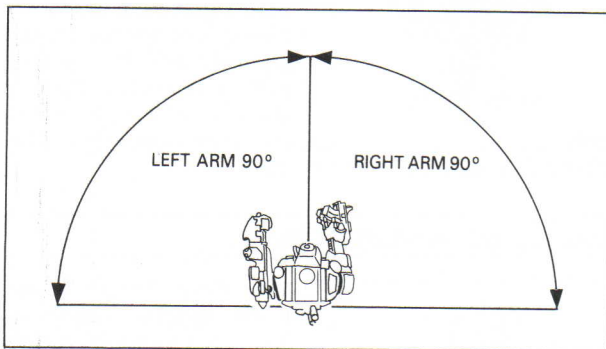
WALKERS

Walkers are more-or-less humanoid fighting machines which travel on legs rather than wheels, tracks or gravitic drives, but which are smaller than Titans. Most walkers are no more than two to three times the size of an infantryman. In nearly all respects, walkers behave in the same way as armoured vehicles. Full rules for armoured vehicles can be found in the *Space Marine* rules.

Two basic types of walker are considered here: *Dreadnoughts* and *Robots*.

WEAPON MOUNTS

Walkers are often fitted with arm-mounted weapons, using the weapon location codes LA (left arm) and RA (right arm). These mounts have a 90° fire arc, as shown on the diagram below.



In addition, walkers may use other types of weapon mount, such as fixed forward (FxF). These have the normal fire arc for the type of mount.



CLOSE COMBAT

In close combat, walkers are treated as vehicles, and use the appropriate sections of the *Close Assault Table*.

Walkers may not make ram or overrun attacks. When a vehicle makes a ram attack against a walker, the vehicle adds +1 to its dice roll.

A walker may make a close combat attack against a Titan in the same way as an infantry stand. When attacking a Titan in close combat, the player controlling the walker rolls a D6, adding +2 if the Titan cannot move for any reason. On a roll of 1-5 the walker is destroyed, while on a roll of 6 or more the walker may fire its heavy weapons.

Say one thing for Orks. Brave. Stupid but brave. Remember Stromhelm 2. Bad place. All rocks except for the desert. Desert all sand. Only Orks could want place. Probably ate rocks, drank sand. Killed colonists. Couldn't let Orks do that. Marines sent in.

There six weeks. Fought across Greater Desert. Pushed back Orks. Wouldn't give up though. Fought to last greenskin. Every time. Plenty of work for dreadnoughts chasing stragglers, looking for survivors.

So there we were. On patrol. Whole unit. All four. Moving in diamond pattern over rockland. Well jacked in. Lifting boulders. Throwing them and shooting them for target practise. Problem with suits. Feel so strong. Get carried away. Fool around. Feel invulnerable. Get careless.

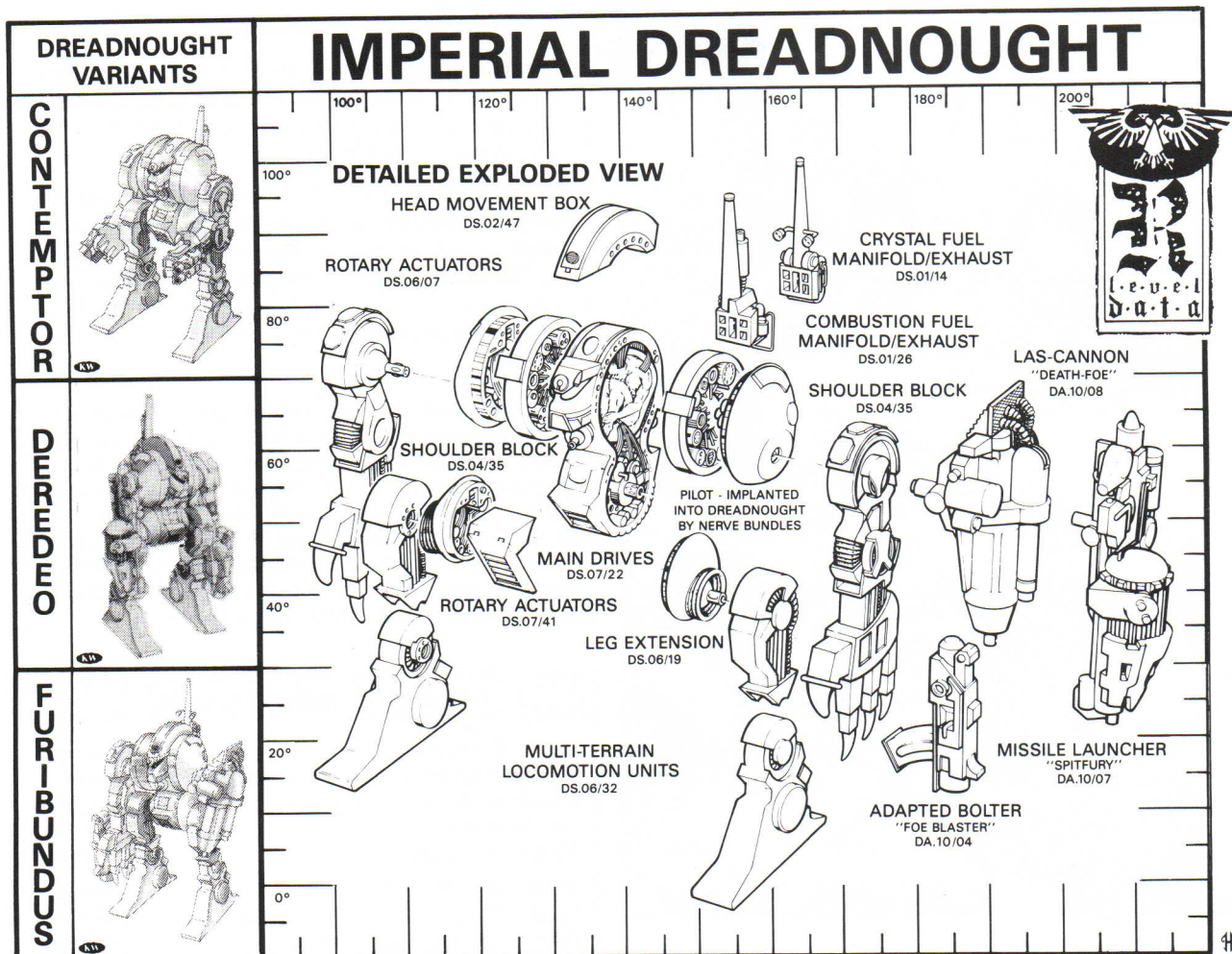
Ambushed. Grant on point. Chopped down. Crossfire. Heavy Bolters. Orks in Killer suits. Big things. Like walking ashcans with claws. And bolters. Didn't panic. Scanned area. Only two bushwackers. Closing fast, firing as they come. Brewster down, legs gone. Erhardt peels off towards one. Guess who get's other?

Take careful aim. Open fire. Shells tear into Ork. Kerchunk. Bolter jammed. Not so good. Have to do it the hard way. Close combat. Will be touch and go.

Suits clash. Only one chance. Get inside reach of claw. Duck and weave. Ork tears into arm. Feel it go numb through feedback circuits. Get mad. Smash into Ork suit. Surprise - shoddy workmanship. Rip it apart. Killer falls over.

Doesn't stop Ork though. Climbs out, control cables still attached. Starts shouting abuse and shoots at me with pistol. Like I said brave. But stupid. Trying to argue with man in dreadnought suit. Stood on it.

Brother-Sergeant Tyler Hayes, Dreadnought Leader.



DREADNOUGHTS

Dreadnoughts have a one-man crew, and combine the form and movement of a suit of powered armour with the protection and firepower of an armoured vehicle.

Imperial Dreadnought pilots are attached to their machines by a spinal link which splices into their own motor nervous system to control the machine; often, they will develop a psychological dependence on their Dreadnoughts, and they are often regarded as a race apart by their Space Marine comrades. Other races, such as the Orks and Eldar, have their own manned walkers which fulfil the same functions as Dreadnoughts; these are described in the appropriate sections of this supplement.

IMPERIAL DREADNOUGHTS

Each Space Marine Chapter has its own force of Dreadnoughts, and hundreds of thousands of Dreadnoughts have seen action on both sides during the wars of the Horus Heresy.

There are many classes and variants of Imperial Dreadnought, but of them all, only three main types have been used in any numbers.

These were the Contemptor, a twin-bolter anti-personnel variant, the Furibundus, armed with a bolter and a missile launcher, and the Deredeo, with a las-cannon and bolter. Data for these three Dreadnought types can be found in the back of this book.

COMBAT

Since a Dreadnought has only one crewman, it may only select one target at a time; it may not fire on more than one target in a turn.

IMPERIAL DREADNOUGHT DETACHMENTS

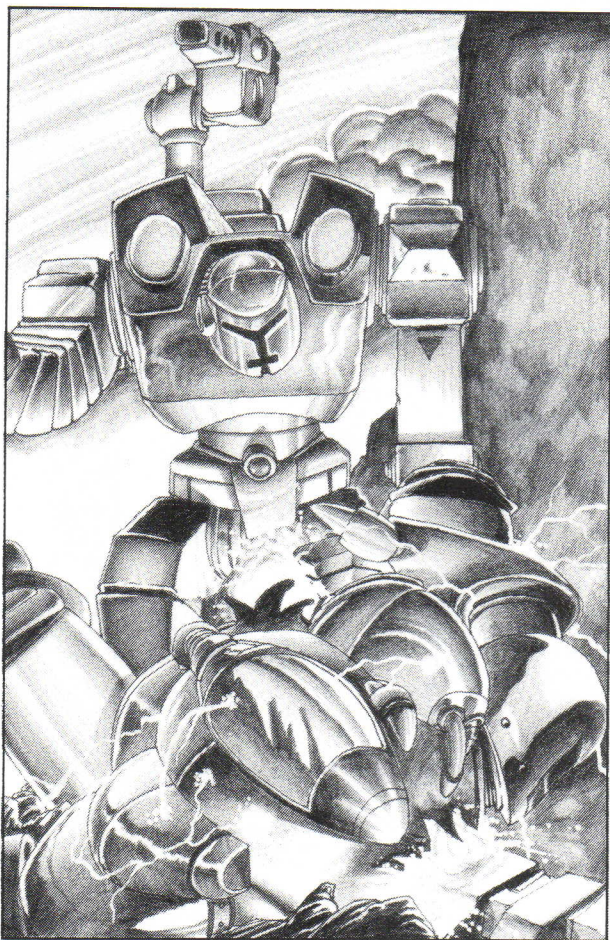
There are two standard Dreadnought detachments, as follows:

Detachment Type	Type and Number	Detachment Battle Rating
Mutilator	2 Contemptor 1 Deredeo 1 Furibundus	160 points
Destroyer	2 Deredeo 2 Furibundus	200 points

Like armoured vehicles, Dreadnought detachments must observe the 6cm separation rule.

We need more Dreadnoughts! The Traitors have got us completely pinned down...we don't stand a cha...

The last communication
of Captain Ved Forgiss
during the Battle of Halithion



KW

ROBOTS

Robots differ from dreadnoughts in that they rely on a *program* rather than a crewman. This means that they behave in a unique way on the battlefield.

ROBOT PROGRAMS

Each robot detachment (not each individual robot) must be given one program for the duration of the game. Place a *program counter* beside each detachment at the start of the game. The program counter may *not* be changed once the game has started. Program counters may be found in the back of the book.

The following programs are available:

Battle Program: This is a general-purpose program, which makes the robot detachment seek out and engage the nearest enemy.

Support Program: As its name suggests, the support program makes the robot detachment avoid close combat with the enemy, while laying down supporting fire for friendly units.

Defensive Program: This program is used when a robot detachment is used to defend a point on the battlefield. The robots will fire on any enemy units within range, and charge into close combat with any enemy infantry that comes too close.

Take & Hold Program: This orders the detachment to advance to a nominated point and defend it.

With eerie electric grace the Conqueror strode forward, looking for targets. Its sensor probes were fully extended and its perceptions covered a far broader spectrum than those of the flesh things that were its prey.

Olfactory receptors picked up a cloud of pheromones. The conqueror subjected them to analysis. Marines. A metallic odour compounded with oil. They were being accompanied by a Dreadnought. With terrible, inhuman patience the killer robot set itself to wait. It froze in position, shutting down all non-essential systems to reduce the chance of detection.

The order counter that is given to a robot detachment in each order phase is decided by the detachment's program. Refer to the *Robot Orders Table* for each detachment, and read down the list until you find the first case that applies to any of the robots in the detachment. The order counter that is given to the detachment is listed to the right. You must always start at the top of the list and work down, and you must stop at the first case that applies even if it only applies to one of the detachment's robots.

ROBOT ORDERS TABLE

BATTLE PROGRAM	Orders
Enemy infantry stand within charge range	Charge
Enemy within weapon range	First fire
Enemy in sight	Advance
No enemy in sight	No orders
SUPPORT PROGRAM	Orders
Enemy infantry stand within charge range	Fall back
Enemy within weapon range	First fire
Enemy in sight	Advance
No enemy in sight	No orders
DEFENSIVE PROGRAM	Orders
Enemy infantry stand within charge range	Charge
Enemy within weapon range	First fire
Enemy in sight	First fire
No enemy in sight	No orders
TAKE & HOLD	Orders
Enemy infantry stand within charge range	Charge
Objective not yet reached	Advance
Enemy within weapon range	First fire
Any other situation	No orders

Charge Orders: Charge nearest enemy infantry stand - the robots must enter close combat if possible.

Advance Orders: Advance towards nearest enemy (except *Take & hold* - see below).

First Fire Orders: Fire on nearest enemy.

Fall Back Orders: Move directly away from the enemy infantry stand. If there is more than one enemy unit within charge range or if the fall back move would take the detachment into another stand's charge range, the detachment should move so that it ends up further from any enemy infantry stand than when it began the move.

No Orders: The detachment remains stationary. If the enemy move with weapon range later in the movement phase, the robots fire at the nearest enemy during the advance segment of the combat phase.

TAKE & HOLD

Take & hold programs require an objective. Use an objective counter to mark the objective for a detachment. The objective counter may be placed anywhere on the table, including areas that are not currently with the robot's line of sight. The counter *may not* be placed on a Titan base, a vehicle or an infantry stand - it is used to mark an objective location, not a target.

Take & hold program counters and objective counters have a number, so you can tell which objective counter applies to which detachment. For example, the robot detachment with the Take & hold 1 program will advance towards objective 1.

Robots with take & hold programs that have advance orders must move towards their objective counter. The only deviations they may make from a direct path is in order to avoid obstacles. This does not stop them changing direction to charge infantry along the way.

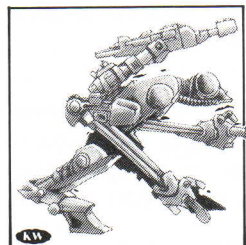
An objective has been reached when any robot in the detachment moves within 2cm of the objective counter. The counter is then removed from the table.

IMPERIAL ROBOTS

Imperial battle robots are maintained by the Legio Cybernetica, which is a fighting arm of the Adeptus Mechanicus in the same way as the Collegia Titanica. They are assigned to Space Marine forces for battlefield duties, but are not part of the Legiones Astartes.

Robots have seen service in just about every campaign of the Horus Heresy so far. Perhaps one of the most famous robot-vs-robot action took place in the Eastern Industrial Sector of Myrddinn City during the Scouring of Entessian, when a small but well-programmed force of Traitor robots held off a small force of Firebrand Titans supported by dreadnoughts and robots for almost an hour, causing considerable disruption to the planned flanking sweep.

The majority of Imperial robots which have seen service in the Horus Heresy belonged to the following five classes:



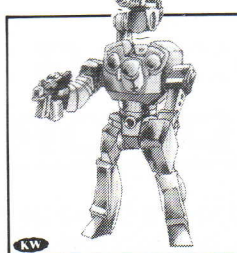
Crusader: The Crusader class was designed for speed and agility, and has been most successful in close assaults against infantry and other walkers. It has also been effective in the role of tank-killer, thanks to its speed and the firepower of its back-mounted las-cannon.

The cautious tread of the advancing Imperials mingled with the measured pacing of the Dreadnought. Soon it came into view.

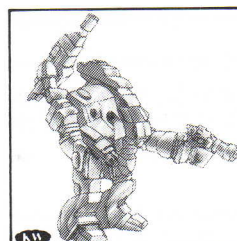
The robot ran its final recognition checks. The patterns painted on the side did not match those of any friendly units. The Conqueror opened fire, cutting the Dreadnought down.

It stepped forward and briefly examined the wreckage. Bolter fire from the Marines pattered off its armour. Slowly, unhurriedly the Conqueror turned eyes that held neither fear nor hate on them. The Marines halted, still firing.

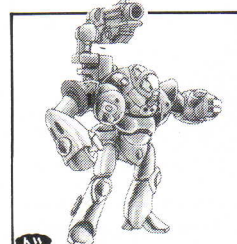
The robot walked among them and the killing began.



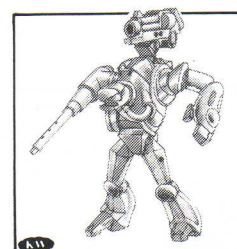
Colossus: The Colossus was developed as a siege robot, but has proved itself sufficiently versatile to take on a wide range of battlefield roles, including support and close assault.



Cataphract: This is one of the heaviest of the Imperial battle robots, designed for a general-purpose role with the accent on versatility and durability.



Castellan: The Castellan class is a heavy assault robot, slower than the Crusader but more heavily armoured. The most common configuration concentrates on anti-personnel weapons.



Conqueror: The Conqueror is very effective against infantry, and its broad range of weapons suit it for every situation from support to close assault.

ROBOT DETACHMENTS

Robot detachments, or *maniples*, consist of four robots of the same type. They may be used by Traitor or Imperial forces.

Note that the battle rating for a robot detachment is equal to 75% of the combined battle rating of its robots - it is three times the battle rating of an individual robot, not four. This is because the robots' programming imposes certain restrictions upon them by comparison with dreadnoughts.

The five types of robot detachment are as follows:

Detachment Type	Number and Class of Robot	Battle Rating
Castellan manipule	4 x Castellan	105 points
Cataphract manipule	4 x Cataphract	165 points
Colossus manipule	4 x Colossus	120 points
Conqueror manipule	4 x Conqueror	120 points
Crusader manipule	4 x Crusader	165 points

Like armoured vehicle detachments, robot maniples must observe the 6cm separation rule.

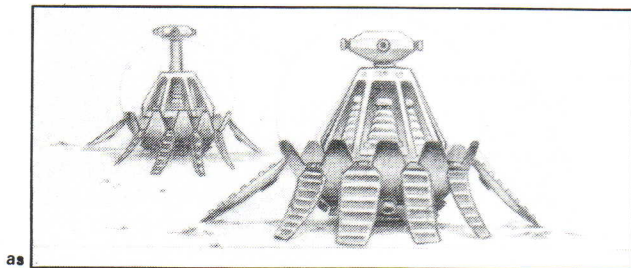
LANDING PODS AND DROP SHIPS

Landing pods and drop ships are often used to deploy forces onto the battlefield from orbiting spacecraft. The only practical difference between them is the size of the force they can carry, and the following rules apply to both types equally.

LANDING PODS

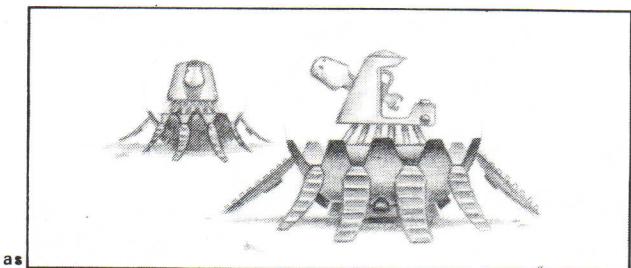
There are several distinct types of Imperial landing pod, used for different tasks. The most common types are as follows:

ASSAULT POD



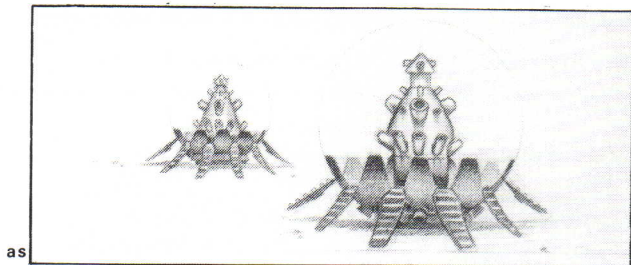
The assault pod is the type most common type of landing pod. It is capable of carrying up to two infantry stands or four Dreadnoughts, and is armed with a heavy plasma gun to provide light support.

SUPPORT POD



The support pod is used to provide heavy support for troops landed in assault pods. It is armed with a plasma cannon, and has no remaining space to carry troops.

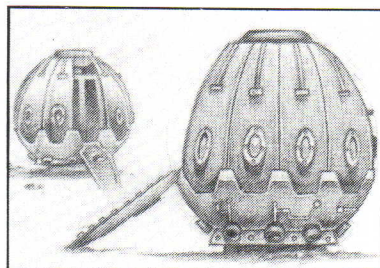
DEATHWIND POD



The Deathwind Pod is designed to land amidst heavy concentrations of enemy troops. It does not carry troops, but is equipped with a Deathwind Multi-launcher. If it survives the landing, it fires this weapon; the multi-launcher rotates at high speed, firing all its ammunition in a devastating volley, and the pod then self-destructs.

MAKING THE DROP

If a player has any landing pods, he must write down when they will arrive two turns in advance. Therefore, the player must write which landing pods will arrive on the first and second turns before the battle begins. In the end phase of the first turn, the player can write down which pods will arrive on the third turn (if any), and so on.



Landing pods arrive on the table during the order phase of the stated turn, after orders have been placed, but before they are revealed. To drop a detachment of pods take one *drop marker* for each pod (noting down which marker refers to which pod, if the pods are different) and stack all the markers on a burst template. With the other hand, hold the range ruler vertically, with one end on the table at the target point. Hold the burst template level with the top of the range ruler, and then turn it over sharply, so that the drop markers fall onto the table. Wherever a marker lands, that is where you place the pod which it represents.

Enemy forces with first fire orders may fire on pods during the drop. They fire in the order phase, and these attacks are resolved as normal snap fire attacks. Range is measured to the pod's landing-point on the table.

MISHAPS

Sometimes, a drop marker may land somewhere unfortunate: on top of an enemy unit, for example, or off the table altogether. The following rules apply to drop mishaps:

A pod is automatically destroyed if it lands off the table, on a Titan or on a Titan's base. If a pod lands on a Titan (including the base), the Titan loses one void shield if it has void shields operating, or suffers one automatic critical hit otherwise.

If a pod lands on top of any other enemy unit, the enemy unit is allowed to make one free attack with any weapons other than small arms. If this attack fails to destroy the pod, then the enemy unit is destroyed as the pod lands on top of it with retro-rockets blazing. The pod itself always survives intact.

If a pod lands on top of a building, its retros will not have slowed it enough for a safe landing. The pod and anything it contains is automatically destroyed, and the building takes D3 critical hits (ie roll 1D6 and halve the result, rounding fractions down).

THE MOVEMENT PHASE

The pod will *deploy* in the first fire segment of the movement phase. Replace the *drop mode* model with the *deployed mode* model. The pod's cargo moves out immediately; place the appropriate models on the table within 2 cm of the pod.

THE COMBAT PHASE AND THEREAFTER

Neither the pod nor any troops or vehicles deploying from it may fire in the first turn (with the exception of the Deathwind Pod - see below). In successive turns, they are given orders, move and fire normally. Pods are always assumed to have first fire orders.

DEATHWIND POD

Unlike other landing pods, the Deathwind *is* allowed to fire on the turn it lands. Place the 12cm burst circle used for the Gargant Long Tom gun over the pod at the start of the advance segment of the combat phase with the pod at the centre. Any infantry or vehicles under the burst circle, whether wholly or partially, must make an unmodified saving throw or be destroyed. Titans under the burst circle take 3 automatic hits; each hit will knock down one void shield or power field. Titans without any operating void shields or power fields will suffer superficial damage from each hit.

After the Deathwind has fired once, remove it from play.

Marnoc looked across the plain. The sky was bright with dropships. Assault pods drifted down like armoured spores. When they hit the ground they burst open and Ultramarines leapt forth to secure their dropsite. Marnoc raised the Fortunata's fist in welcome and was rewarded by a cheer from the battle-brothers.

Reinforcements had arrived. Marnoc believed that they were enough to turn the tide of battle and drive the Rebel's from Ragsburg for the third time.

We can win, he thought, exulting as he watched hundreds of pods touch earth.

Suddenly a hail of fire tore through the Ultramarines. Those who had not got clear of the landers were mown down. Assault pods were caught at their most vulnerable, while airborne, and burst into flames. Marnoc wheeled the Titan and spotted three Death's Head Warlords.

He let out a low moan. The rebels had enough firepower to end the beachhead before it was established. He felt his mouth go dry with fear but he swiftly reached a decision. He opened the comm-link to the Moderati.

"There's only one thing to do," he told them. "We've got to protect the Marines."

The Moderati knew it was certain death. They didn't hesitate. "Go and get them, Princes," said Toal.



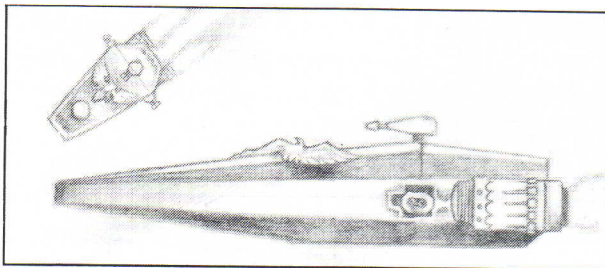
as

Marnoc wheeled the Fortunata easily. It no longer seemed to fight him.

Functioning as a team they raced towards the Death's Heads, weapons blazing. Marnoc concentrated fire, bringing the targeting icons to bear on a Warhound. It tried to evade but was too slow. The plasma cannon gnawed away at its void shields till they flared out. Toal put a burst from the defense laser into its reactor. It halted.

The enemy returned fire. Pain seared Marnoc as he concentrated on maintaining his own shields. He bounded forward while the Moderati blasted away. Then they were on top of the Rebels. From below him he heard Hazan shouting abuse at their foes as the powerfist tore and ripped.

DROP SHIPS



Drop ships are huge vehicles, used to carry large bodies of troops and machines such as Dreadnoughts into battle. There are various types in service, of which the most common is the Thunderbolt.

A drop ship can carry up to 8 stands of infantry or the equivalent, as shown on the following table. The rules for disembarking are the same as for disembarking infantry from armoured vehicles. Note that a detachment may not be split between two or more drop ships; the whole detachment must be together on the same vehicle.

TRANSPORT EQUIVALENTS

- 2 Dreadnoughts or Robots = 1 infantry stand
- 2 light vehicles = 1 infantry stand
- 1 armoured vehicle = 2 infantry stands

Note that each unit is counted separately. Thus, 4 infantry stands and 2 Land Raiders is full load, whether or not the infantry are embarked on the Land Raiders!

MAKING THE DROP

Drop ships do not enter the battlefield in the same way as landing pods. They glide onto the battlefield with limited manoeuvre control, which means that their landing sites must be very carefully selected.

A drop ship lands in the orders phase of the turn, after orders are assigned to units but before they are revealed. First, the controlling player selects a *landing site*, where the ship will come down, and places an *entry point marker*, where it crosses the table edge. The straight line between these two points is the *glide path* - the importance of this is explained later. The landing site must be at least 6 cm away from the nearest building or other obstacle, and there must be no buildings between it and the entry point.

With its limited manoeuvre control, a drop ship may not land exactly where it is supposed to. After nominating the landing point, the player controlling the drop ship rolls for deviation to discover where the drop ship *really* lands. This is the *final landing point* - mark it with a deviation template. Once it touches the ground, the drop ship skids forward for another 2D6 cm before coming to a halt - this is called the *skid path*.

FIRING AT INCOMING DROP SHIPS

An incoming drop ship may be fired on by any model which fulfils the following conditions:

- firing model is within range and LOS of any part of the glide path (even if the drop ship will ultimately collide with the firing model)
- firing model has first fire orders

This fire takes place in the order phase, but does not affect where the drop ship lands. The drop ship counts as a vehicle target.

COLLISIONS

It is quite possible that a drop ship will collide with something while making its approach and landing. A collision will happen under the following circumstances:

- if the deviation template used to mark the final landing point covers any infantry stands or vehicles.
- if any part of the glide path, including the deviation template marking the final landing point, touches a building, Titan, Gargant or other obstacle.
- if there is any building or model of any kind on any part of the skid path.

The effects of a collision are as follows:

Collision with infantry or vehicles: place a burst template where the collision takes place. All infantry and vehicles wholly or partly under the template are automatically destroyed, with no saving throw. The drop ship and its cargo are unharmed.

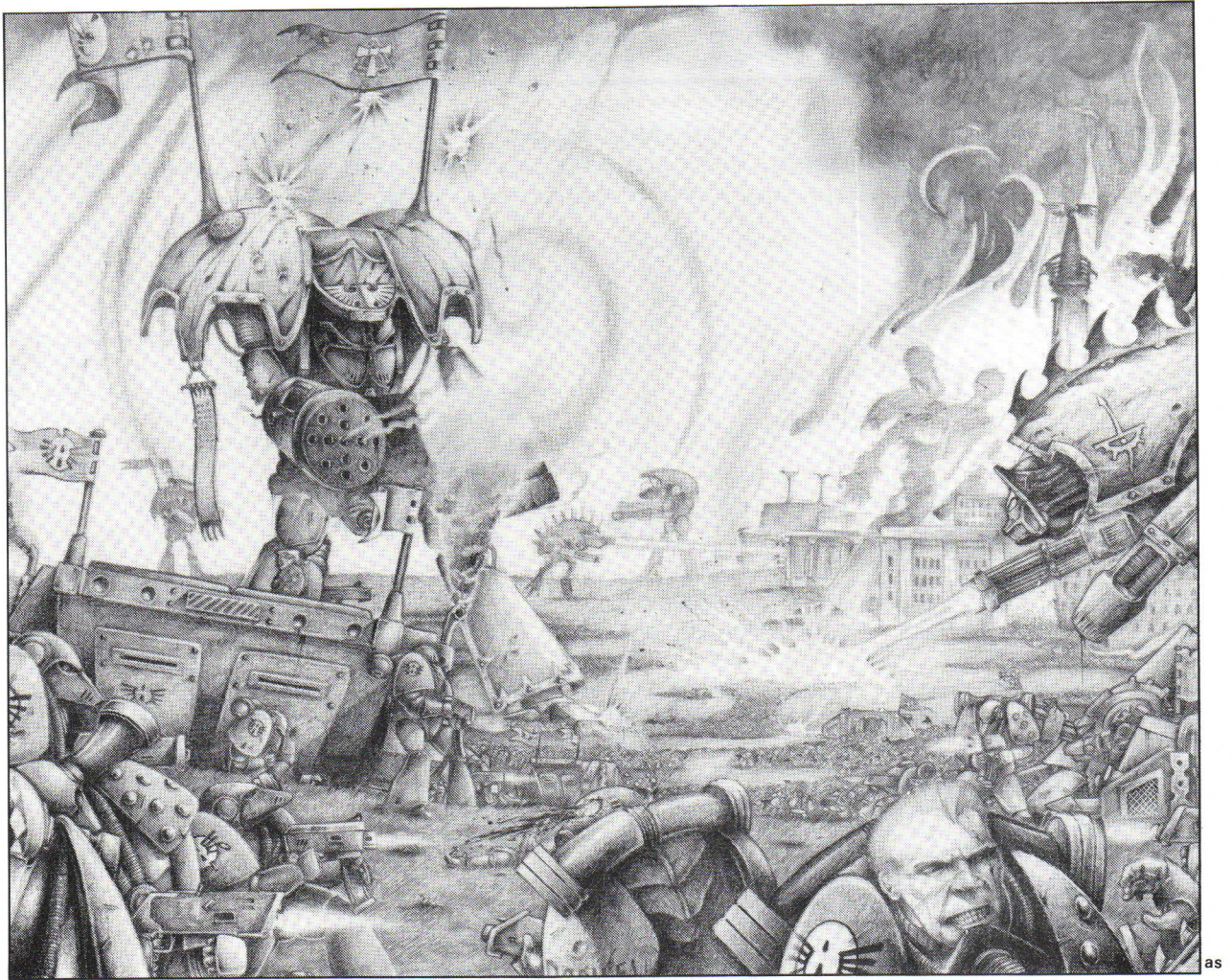
Collision with buildings: both the building and the drop ship are automatically destroyed. Place the 12 cm airburst template where the collision takes place - any infantry or vehicles wholly or partly under the template must make a normal saving throw or be destroyed by flying and debris. Each stand and vehicle in the drop ship must make a normal saving throw or be destroyed; survivors may be set up within 2 cm of the collision site, but not in base-to-base contact with any enemy stands, vehicles or Titans.

POWER FIELD BANKS

Drop ships are protected by a bank of *power fields*, as noted on their data card. A power field bank (PFB) can absorb one hit and is then destroyed, in the same way as the power fields on an Ork Gargant. You will need to keep track of which drop ships still have operating PFBs on a piece of scrap paper.

DETACHMENTS

Because of their battlefield role, landing pods and drop ships are not organised into standard detachments. Individual pods and ships are bought as the player requires. Remember, though, that you can't drop *part* of an infantry or vehicle detachment - it's all or nothing!



The world burned. Buildings blazed and toppled. A pall of soot and smoke hung over everything as the sun hid its face from the slaughter. All was fire, and the heat was like that of the desert.

Presiding over the carnage like renegade gods were the Titans. Huge Warlords incinerated hundreds with fusion fire. They loomed out of the smoke of battle and where they walked there was destruction.

They illuminated the sky with flickering energies as they duelled with weapons of light. Void Shields were their armour. Reactors gave them strength. Angry Warhounds stalked in their wake, seeking prey.

Like insects swarming out to defend their hive, Marines surged forward. A hundred thousand voices were raised, crying loyalty to the Emperor or to the Warmaster. Ten thousand men moaned as they died.

Their comrades fought on round their corpses. Some had no time to scream or pray or plead. They vanished in expanding clouds of super-heated steam as the plasma bolts of the Titans fell among them. Bolters rattled and chainsword clashed with armour. Death walked at every man's shoulder and in our hearts we knew it.

Rhinos and Land Raiders ploughed through the manswarm like ships through spumy sea. They left red wakes. Like great beetles they scuttled among the ant-like men. Like beetles they were crushed under foot by the towering Titans.

Under a sky of fire and ash we fought with the fury of brothers betrayed. For we were Marines, once united in loyalty to our Emperor. Now because of the treachery of the Warmaster, thrice accursed Horus, we battled. No quarter was asked, no quarter was given. Hatred drove us. Hatred and fear.

Aye, fear. For we were the finest warriors in the universe, elite among elites, the chosen of humanity. Once we had acknowledged no foe as our equal. Now we must - for were not these men the same as ourselves? Spawned from geneseed, trained by masters, armed and equipped with the best from humanity's realm. Finally we faced a foe worthy of fear, a mirror image of ourselves and all we believed in. It was a nightmare, brother against false brother, to the death. Is it any wonder we knew fear?

We fought like tigers but were met with equal ferocity. We shot accurately. Our eyes were like those of hawks. Yet equal numbers fell from our ranks. We met at close quarters. Weapons flashed and gouged but who was to say which was faster? For every Traitor who fell, so fell a loyal brother.

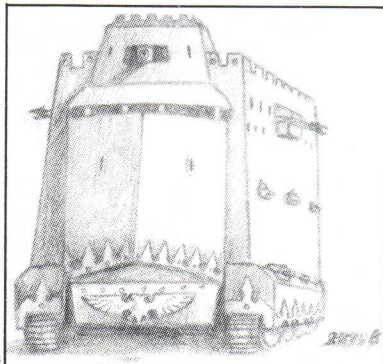
The battle surged back and forth till in the end true faith prevailed and we had the mastery. Yet we were slaughtered. But one in ten survived. The city was dust.

Thus it was at the scouring of Tallarn. I know, for I was there and saw it with my own eyes. I will not forget.

Lexicanian Elisar Trask, Ultramarines.

IMPERIAL TRANSPORTS

Imperial transports are huge tracked vehicles, used to carry large bodies of troops and machines such as Dreadnoughts into battle. There are various types in service, but most are almost as big as a Titan, and capable of carrying large forces.



One of the larger Imperial transports, the Behemoth, is almost as heavily armed as a Battle Titan, and is protected by two banks of power fields. With its heavy armour and powerful weaponry, the Behemoth is able to move Marines to the

front in relative safety, protecting them from barrages and long-range attacks as they chant their battle litanies in preparation.

Imperial transports sometimes have a battlefield role, deploying their forces and then taking up supporting positions where they act almost as semi-mobile

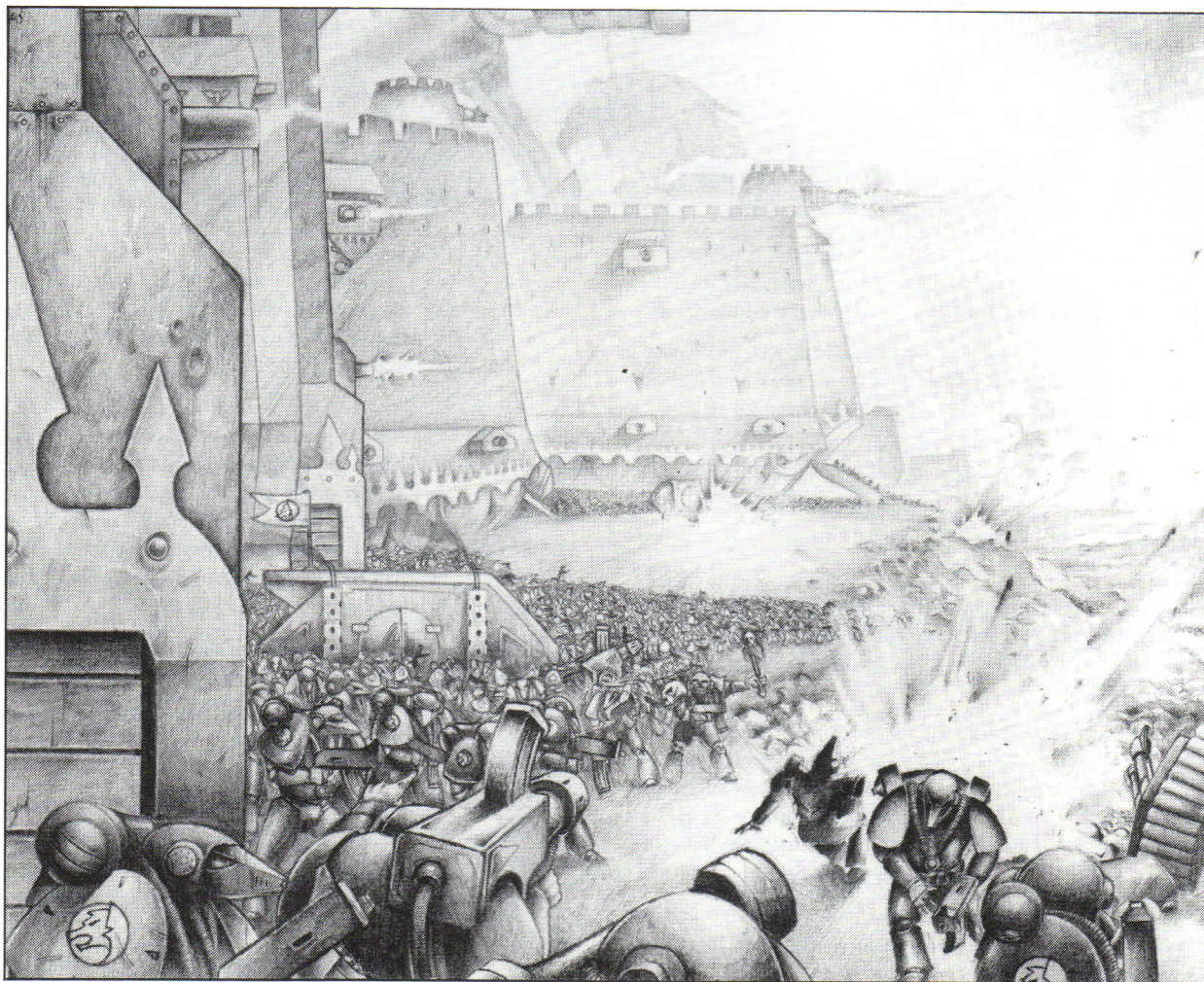
fortifications. Most Imperial transports carry some defensive armament, and some variants can mount almost as much firepower as a Titan.

An Imperial transport can carry up to 8 stands of infantry or the equivalent, as shown on the following table. The rules for disembarking are the same as for disembarking infantry from armoured vehicles. Note that a detachment may not be split between two or more transports; the whole detachment must be together on the same vehicle.

TRANSPORT EQUIVALENTS

- 2 Dreadnoughts or Robots = 1 infantry stand
- 2 light vehicles = 1 infantry stand
- 1 armoured vehicle = 2 infantry stands

Note that each unit is counted separately. Thus, 4 infantry stands and 2 Land Raiders is full load, whether or not the infantry are embarked on the Land Raiders!





Slowly Marnoc walked towards the bonfire. He felt growing sadness as he watched the ritual continue. So many dead, he thought. Reports were coming in from across the sector. It looked like casualties numbered in the hundreds of thousands. The scale was too great for him to comprehend. The figures were so large as to be meaningless.

All he could do was put individual faces to a few of those statistics: Toal, Hazan, Warden, scores of scorched and bullet-riddled strangers. Some of them he had killed himself. He would remember them all till the day he died.

There was a crackling sound as another rebel banner was thrown on the fire. He watched it crumble and burn. The great eye was slowly eaten away by flames. Sparks floated skyward like the souls of the departed.

"As this banner burns and is forgotten so let the Chapter who bore it be forgotten. In death their shame is as nothing. Their betrayal is forgotten," said the man who was conducting the ceremony. Marnoc recognised him as Trask, an Ultramarine Librarian. He wondered why a mere Lexicanian was conducting the service. Perhaps all the Chaplains were dead.

He knew it was possible. The rebels had fought like rabid wolverines once the blockade was broken, and their last desperate offensive was thrown back. They had asked no quarter and given none. He had heard it said by Terminator Marines, seasoned

veterans of centuries of warfare, that Tallarn was the bloodiest campaign in living memory. He did not doubt it.

"Let us remember our brothers, who by their courage honoured us all," said the Lexicanian as two Marines added another unit insignia to the blaze. Marnoc saw Kurtz, the scout ace, who had hunkered down by the fire, rise up and spit disgustedly on the banner. The Marines muttered that this was disrespectful. Kurtz didn't seem to care. He stalked off into the night, to return to his beloved Warhound.

Trask's voice never faltered even though he noticed the scout's action. "Let us take heart from their example. And hope that when our time comes our courage matches theirs."

The Princes understood how Kurtz felt. Marnoc had lost his crew and his Titan defending the Ultramarines' dropsite. He had barely managed to crawl from the wreckage, carrying the dying Hazan. The last words the little man had spoken were, "thank you, father."

He had no sympathy for those who followed Horus. They had cost him too much by their betrayal. He wanted only to see the war ended. Watching the banners burn he felt a mixture of sadness, hope and renewed determination.

Curse you, Lord Horus, he thought. Curse your treachery and your rebellion. Well, you started this war but we're going to finish it. He turned and looked at his new crew, fresh-faced boys, he thought, but they'll do.

ELDAR



Iyanden was going to war. Grav-tanks sped forward, leading the way for the Titans. Four Phantoms wore the green and gold of Lirithion, with the heart and thorns on their banners. Behind the Titans came an army of Walkers, and above them hovered a swarm of jet bikes, buzzing like angry hornets. Gracefully, the Titans picked their way through the infantry that milled around their feet.

The leading Titan bore the sigil of Lord-Phoenix Fiallathandirel, Wall against Evil. In its head, a domed mass of Carrecenad soul-stone held the essence of the Eldar who had borne that name. The living crew - blood-relatives of the Lord-Phoenix - reclined on couches around the stone. Each wore a headband of polished metal, set with a smaller brother of the stone on the floor. Their eyes were empty; their minds were one with their Ancestor. They had become Fiallathandirel.

The crew's eyes saw nothing; it was the mind of the Titan that beheld the Orks through the sensors that were his eyes and ears. There were many foes: hideous Gargants towered above Buggies and Battlewagons. Here and there among the mass of troops could be seen the squat, brutal Dreadnoughts. Orks covered the ground like a poisonous green mould.

Iolavai Fimamaidd! The battle-cry came from all places and from nowhere. It flew from the throats of the living, and echoed round the silent stones. Time for the killing.

Grav-tanks leapt forward, spitting bright laser-fire. Artillery added many voices to the song of war. Dreadnoughts and Walkers loped forward and behind them, with shorter strides, ran the battle-suited Avenging Warriors.

The Phantoms leapt ahead, swift movement and bright laser-bolts weaving a tapestry of death. Fiallathandirel led, dancing in a storm of refracted colour as defensive screens broke up his image. Missiles flashed from the Phantom's wing, and his pulse laser traced a line of fire across a Gargant's shields. Swift Badbaltrilas raced forward, Lady Double-Armed With Swords Of Light, and a Gargant died. One of her pulse lasers destroyed its shields, and the other broke its oily heart in a gout of fire.

Missiles and laser fire rained down on the Ork infantry. Spirit Warriors brought Wartraks and Buggies fiery doom. But the Orks were taking their own toll. From a score of positions, las-cannon picked off Dreadnoughts and Walkers.

Fiallathandirel saw Rash Lantillifieth, Bright Slayer Of Darkness, rush forward through a storm of enemy shells. Before he could fire, his pulse laser was destroyed and bright blue sparks showered from one wing. The crippled Phantom swerved violently and his power fist tore into the head of a Gargant.

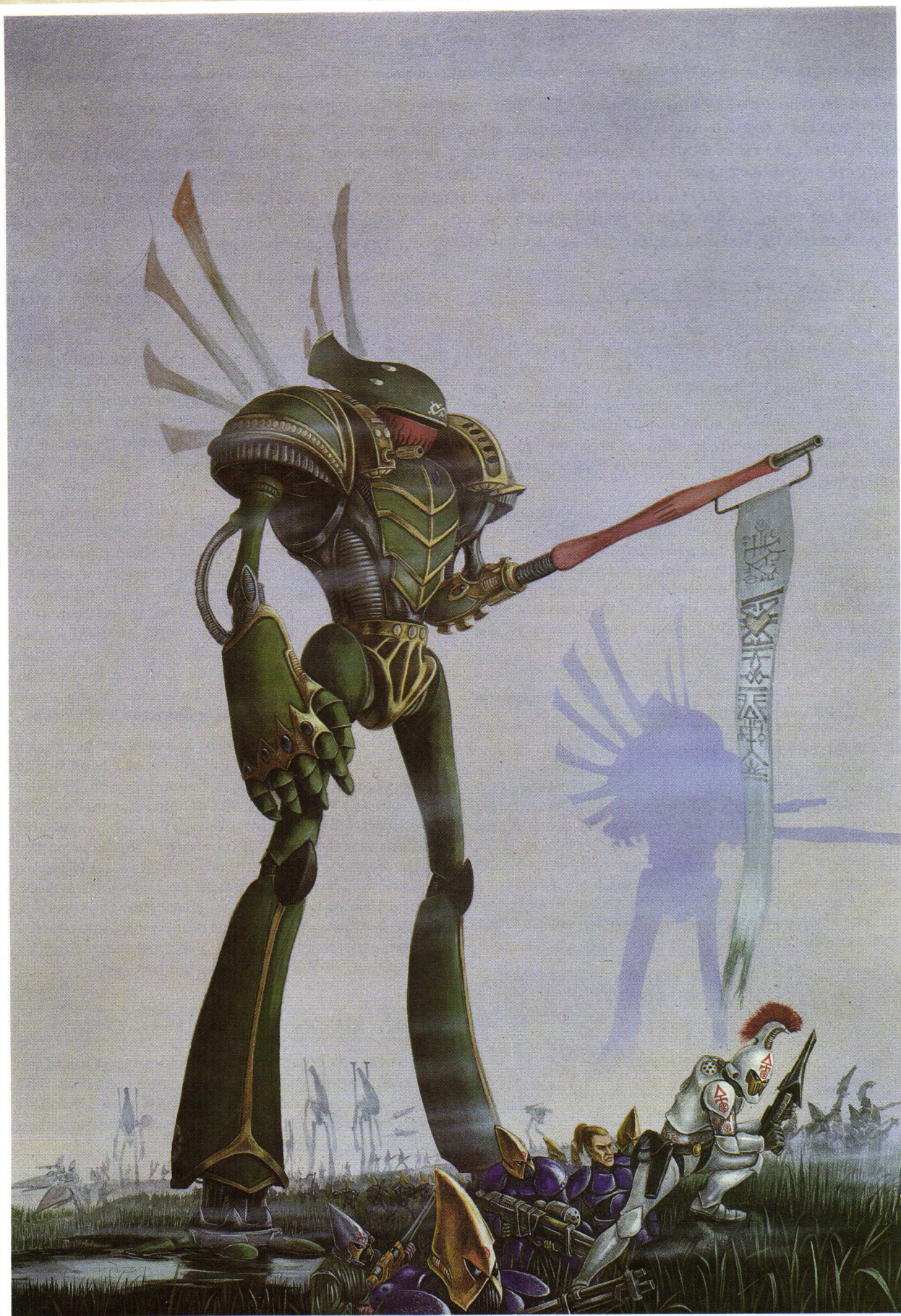
Far off to the left, another Gargant died. Caught in a web of fire from the Walkers and artillery, it began to pour smoke and settled on its broad haunches. One of its turrets rattled briefly, and Dreadnoughts fell like grass in the wind.

Away to the right, a haze of colour solidified into brave Brylidassian, Opener Of The Gates Of Doom. The Phantom stood like a statue as a vortex of light swirled out from his D-cannon. The last Gargant toppled and crushed the troops beneath. Half its right side had simply vanished. The Phantom was lit up with fire - his pulse laser turned to slag. Before he could seek safety in movement he was destroyed. Fiallathandirel was saddened; another Spirit-Brother would dance no more.

The Orks were wavering; their charge had been brought to a standstill. Here and there pockets of infantry dug in, and hails of bolter fire greeted the advancing warriors. This was the Fate-time; the moment at which all would be lost or won.

Suddenly, the air was filled with the scream of flight packs. Like a storm of meteorites, the Fian Silspeiraigh plummeted into the heart of the Ork infantry positions.





ELDAR

Although humanoid in appearance, the Eldar are actually quite unlike humans. An Eldar stands a little taller than a man, with long graceful limbs and elegant elongated features. Their metabolism is faster than that of humans, so they are swift footed, quick thinking, and in many respects superior to mankind. However, they are on the whole a little more fragile and perhaps not quite as strong physically, although as in all species these qualities vary enormously from individual to individual, and some Eldar are very strong indeed. They are very long lived as a species, some surviving for a thousand years, but they are not prolific.

EARLY HISTORY

The Eldar are an ancient race; their spacefaring history predating humanity's by many thousands of years. In the distant past, the Eldar encountered the Old Slann, the greatest of all spacefaring peoples, and learned many arcane secrets about the universe from them. After the passing of the Old Slann, which itself happened thousands of years before man's first stumbling attempts at spaceflight, the Eldar continued to flourish and their civilisation expanded throughout the galaxy.

Eldar space travel, like that of the Old Slann, is based around the principle of warp-tunnel engineering. Tunnels were constructed from star to star, passing through the warp and allowing spacecraft a means of moving rapidly throughout the galaxy. Warp drives, as used by human spacecraft, were not used by the early Eldar and this kind of travel within the warp rather than through tunnels was regarded by the Eldar as dangerous and impractical.

RACIAL DISASTER

The Eldar civilisation collapsed at its very height. Today, its remnants reflect, but cannot hope to equal, the achievements of that long past era. The Old Slann are said to have forewarned the Eldar about the dangers that they would face. They taught how every living thought and feeling creates an echo in the warp, and how like-characteristics re-echo together, creating a unified circulating wave of energy. Such waves form vortices of pure energy manifesting a collective consciousness and will. The Slann called these conscious warp creatures the Powers of Chaos.

The Eldar fell victim to the monster created by their own racial inclinations: a Power of Chaos raised by their common ambitions and motives. As the Power grew stronger, its echos began to permeate the minds of the Eldar themselves, reinforcing the qualities upon which it fed and furthering its own growth. The natural ambitions and ideals of the Eldar, healthy enough in moderation, were soon reinforced to a point of obsession and insanity. Within a few generations the extremes of behaviour overthrew all other considerations and the whole civilisation fell into madness and decay.

Only a few Eldar rebelled against the life of sybaritic ease now almost universal amongst their kind. These were the few that had heeded the warnings of the long vanished Old Slann, turning their minds away from their natural inclinations and towards the aversion of racial disaster. In order to escape the decaying civilisation around them, they constructed many vast spacecraft, self-contained worlds where they could live wholly untainted by the mass of their race. These craft worlds were the only portion of Eldar society to survive the fall of the Eldar race. All the living Eldar are the descendants of these brave and hardy people.

The fall of the Eldar is said to have happened in a single orgy of destruction. When the Power of Chaos finally achieved sufficient energy, it began to draw all Eldar consciousness to itself, literally draining the minds of the Eldar. Every Eldar world was emptied of life, and almost all of the race perished. The energies of the Eldar passed into the warp, and became the creature known as Slaanesh, the Power of Chaos given form by the dreams of the Eldar. This relationship is important to those Eldar who survived, because in Slaanesh they perceive the worst side of their race, the side of their character which caused their downfall and to which even the survivors are inclined.

THE CRAFT WORLDS

Today the entire Eldar civilisation is located on board the giant craft worlds which float throughout the galaxy. The size of these worlds varies tremendously, some are almost the size of a small planet whilst others are little more than a city floating in space.

The craft worlds still preserve the warp tunnel technology of the Eldar, and every craft world has many entrances to warp tunnels inside it. Some warp tunnels are large enough only to admit a single Eldar, others are large enough to drive a substantial vehicle through. The largest of all are located outside the craft worlds, either contained within or suspended in space nearby. They are virtually invisible of course, little more than a patch of darkness, but they allow



whole spacefleets to move between the different craft worlds, and from craft worlds to solar systems throughout the galaxy. In this way the Eldar can move easily and quickly through the galaxy.

THE INFINITY CIRCUIT

While the Old Slann taught the Eldar about the dangers of the warp, they also taught them about its many positive aspects. They taught how the mind of a living creature passes upon death into the warp, where it may, if the individual mind has achieved power, remain whole and immortal as a spirit in the warp. The Old Slann believed that the object of life was to perfect the mind, and thereby achieve conscious immortality as a spirit in the warp. Once created an immortal spirit could reincarnate as a living creature, and would always return to the warp as a whole spirit upon death. However, the Old Slann also warned that such an existence was impossible if an individual's own thoughts were too close to those of a Power of Chaos, for when that happened a diseased consciousness would be devoured by the greater Power, losing its identity and melting into it.

Today the Eldar know that upon death their consciousness will not survive, but will be devoured by Slaanesh and further invigorate that which is the eternal shame of their race. They can have no immortal life as a spirit, and in death can only hope to serve the creature they regard as their most potent enemy. It was as a response to this fate that the Eldar developed the Infinity Circuit.

The Infinity Circuit is a repository of Eldar minds, a collection of objects called Spirit Stones. The consciousness or spirit of one or more Eldar is preserved in each Spirit Stone. Of course, a consciousness is not quite like a living mind, so many Eldar minds can occupy a single Spirit Stone manifesting a collective consciousness, or pool of knowledge. Although Stones are individual repositories, all share the energy of the entire Infinity Circuit, and are linked by that energy flowing between them. When an Eldar dies his spirit passes into a small temporary spiritual repository called a Way Stone. The Way Stone can only hold the spirit for a limited time, during which the Eldar's spirit must be transferred to a Spirit Stone for it to survive. All Eldar wear a Way Stone, a small stud or decorated emblem which will hold their spirit if they die, usually on their breast.

Each craft world has its own Infinity Circuit, spread over many Spirit Stones where the consciousness of its past citizens resides. The craft world's Infinity Circuit represents a vast repository of wisdom and experience, and it is treated with ultimate respect by the Eldar who live upon that craft world. Every Eldar knows that his fate is to join his forefathers in the Infinity Circuit when he dies. If an Eldar dies before his spirit can be gathered, this is regarded as a great loss and a terrible fate. The Infinity Circuit of the craft world is regarded in many respects like a living creature, which in some ways it is, contributing its own undying wisdom to the government of the living.

There are many small Spirit Stones containing one or only a few collective minds. These smaller Spirit Stones sometimes lie at the heart of machines, spacecraft, or other mechanical devices in such a way that the consciousness they contain can cojoin and harmonize with the minds of living Eldar. The relationship is a useful one to the surviving Eldar, and one which has grown to be entirely natural for them.

The ultimate examples of Eldar meshing with Spirit Stones is that of the creatures called Avatars. Every craft world has a number of Avatars, battle-suits built around a Spirit Stone housing the idealised spirit of an Eldar principle. Such stones contain only the parts of consciousness which most embody an aspect of the Eldar character. An Eldar who becomes an Avatar melds his own personality with the idealised spirit of a racial principle, becoming a living manifestation of that attitude of the Eldar character. Once an Eldar has donned the suit of an Avatar, he and the Spirit Stone are united until he dies, the Eldar simply forgets he has his own personality and becomes enmeshed within the single-minded thoughts of the Avatar. Upon death, the Eldar's own spirit passes into the stone and awaits a new Avatar. The Avatars are important to the Eldar, they are living virtues, the embodiment of what they see a worthy about their race. The Avatars are the most important occupants of a craft world.

A further example of this melding of Eldar and Spirit Stone is the Phantom Titan, where the minds of its living crew meld into the Spirit Stone of the Titan itself, and are governed by its vast fighting experience. Unlike the Avatar the melding is only temporary, but it still enables the crew to fight with all the battle-wisdom and ferocity embodied by the spirit in the stone.

THE LAST HOPE

Although very long lived, Eldar are not a prolific race. This may be one side-effect of their spiritual fall. As a result most Eldar populations are in a state of slow decline, and many craft worlds are all but deserted. The Eldar nurture one last hope. They believe that when the Infinity Circuits hold all the spirits of their race, all of the craft worlds will unite into one Infinity Circuit, and the collective spirits of the Eldar will join to form a new Power of Chaos that will battle and subdue Slaanesh, so that Eldar spirits may once more be able to merge with it and form a single, balanced entity. By doing so, if such a thing is possible, they hope that this will allow the Eldar race to be recreated in a better form. Meanwhile the Avatars of the craftworlds must guard the Spirit Stones from harm and continue to survive, so that all Eldar can see and form in their own minds a concept of the Eldar virtues that will enter along with their spirits into the Infinity Circuits.

FIR LIRITHION CLAN BANNERS



ELDAR

PHANTOM

Phantom armed with power fist (right arm) and pulse laser (left arm).



FIR DINILLAINN (PROTECTORS OF THE FALLEN)

Since Imperial records began the Eldar Phantoms of the Saim-Hann Craft World have been known as the Fir Dinillainn - the Protectors of the Fallen. Yet on their own time scale, this name is but a recent acquisition, earned by an act of outstanding courage and selfless service to another clan many thousands of years ago. Lord Amthillon, leader at the time, sacrificed a third of his force to protect the dying warriors of the Fir Lirithion clan - his companions in the field - so that their spirit-stones could be retrieved. By that single act of self sacrifice, the Fir Lirillyon - the Knights of Purpose - were renamed the Fir Dinillainn.

Since that day the Phantoms of the Saim-Hann Craft World have astonished even Imperial forces with their selfless heroism.

FIR DINILLAINN INFINITY SYMBOL



CLAN SYMBOL

The clan symbol of the Protectors of the Fallen. Appears on the crew's jackets and in an abstracted form on the Titan's banners.



FIR FARILLECASSION (WATCHERS OVER ANCIENT WRONGS)

It is widely-rumoured among the few Eldar unaware of the truth that the true location of the Black Library - said to hold the Eldar codices that concern themselves with the worship of Chaos and tell of the Eldar's downfall - must be the Biel-Tann Craft World. Although this is certainly untrue, the Phantoms of Biel-Tann do display an unparalleled hatred of Chaos. The driving force behind this hatred is a fervent wish that no other race should suffer the terrible downfall that befell the Eldar.

Inquisitor Trant tells of his journey to Truan IX to destroy a Khornate coven. However, Trant arrived too late - upon reaching the surface he found that virtually the entire population had been wiped out. In the rubble of the western continent's capital city he found a half-burnt banner bearing the symbols of the Fir Farillecassion - the Phantoms of Biel-Tann. They had arrived before him.

FIR FARILLECASSION INFINITY SYMBOL



CLAN SYMBOL

Like all Eldar clan symbols, the Fir Farillecassion clan symbol appears on both the Phantoms' banners and their crews' jackets.



D-CANNON

An awesome weapon particularly favoured by the Eldar that exposes its victims to the ravages of the warp.



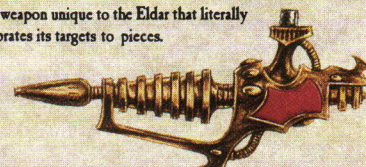
PULSE LASER

A highly sophisticated laser cannon that amply demonstrates the Eldar's consummate skill in constructing laser weapons.



V CANNON

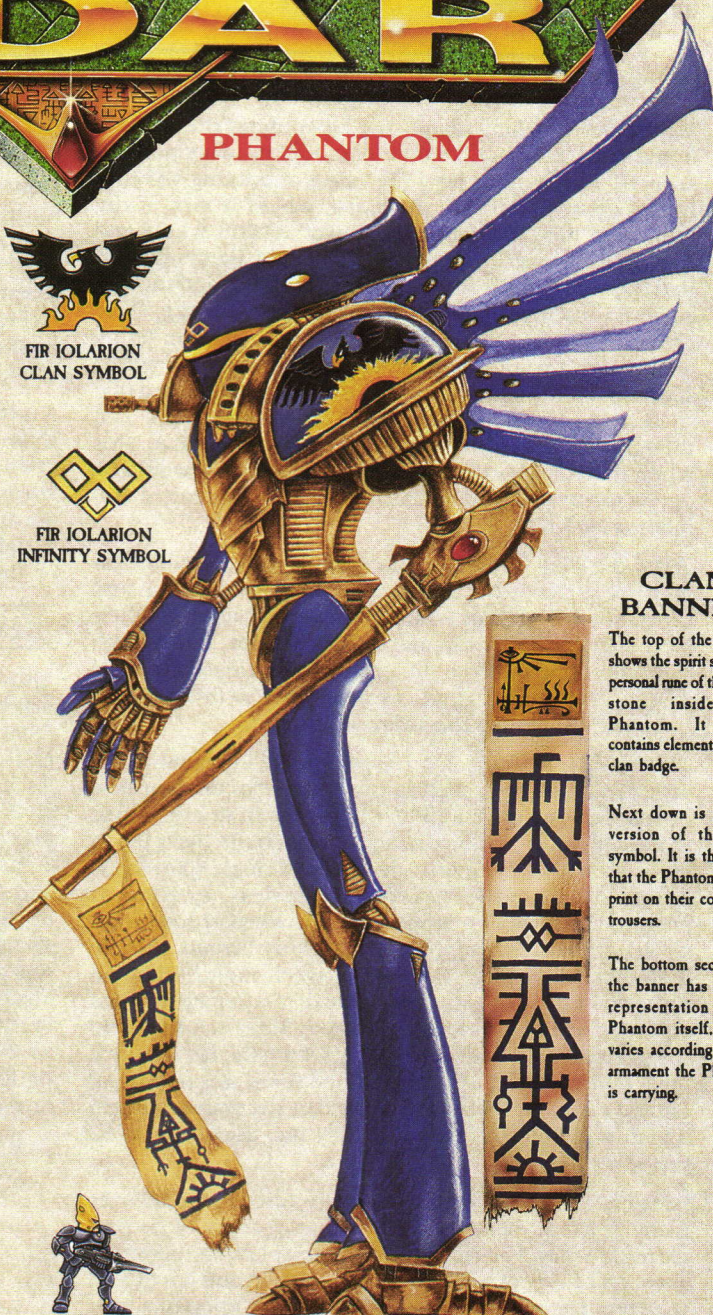
A weapon unique to the Eldar that literally vibrates its targets to pieces.



FIR IOLARION CLAN SYMBOL



FIR IOLARION INFINITY SYMBOL



CLAN BANNER

The top of the banner shows the spirit seal: the personal rune of the spirit stone inside the Phantom. It often contains elements of the clan badge.

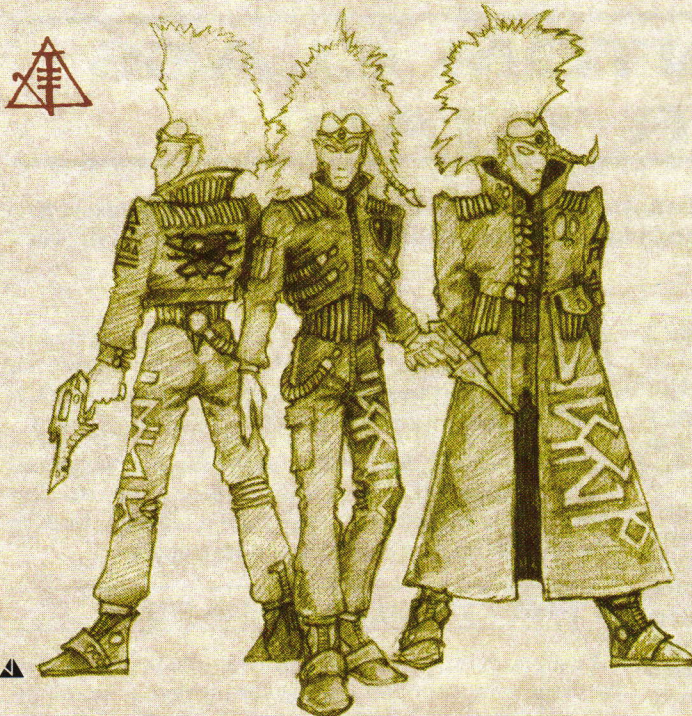
Next down is a runic version of the clan symbol. It is this rune that the Phantom's crew print on their coats and trousers.

The bottom section of the banner has a runic representation of the Phantom itself, which varies according to the armament the Phantom is carrying.

FIR IOLARION (EAGLES BORN OF FIRE)

The Fir Iolarion - Eagles Born of Fire - were almost completely destroyed four centuries ago when they lost control of the warp gates onboard their craft world, Lugannath, allowing the Daemons of the warp to enter and attack them. For many years the clan drifted helplessly in space while they laboured to make the necessary repairs; stranded, and with their numbers severely depleted by the creatures in their midst, they were reduced to being one of the weakest Eldar clans.

Over time however, thanks only to their own unrelenting and steadfast efforts, they have not only regained the power they once had, but have exceeded it tenfold. Their almost total obliteration is now regarded by their leaders as a baptism of fire.



An Eldar Phantom crewman is immediately recognisable by the Spirit Stone he wears upon his forehead. Upon becoming a Titan crewman, a ceremonial band is wrapped around the Eldar's head; almost immediately, the band bonds to his skull and sends tendrils into his brain. The headband bears a small chunk of Spirit Stone taken from the Titan that the Eldar is to serve. Upon taking his place in the cockpit, each crewman psychically links with the Titan using the fragment of stone. In effect, the Titan and the crew become a single entity. The band may only be removed upon the Eldar's death.

Like all Eldar, a Titan crewman bears a Spirit Stone on his chest that, upon his physical death, will preserve his spirit for a short time. The shape of this stone often reflects the symbol of the Eldar's clan: the Fir Lirithion, for instance, have heart-shaped stones.

Because of the close links that are required between the Titan's crewmembers and the Titan itself, it is usual for each crew to consist of Eldar from one family. This affords them a great deal of respect within the craft world's hierarchy, as a family must be truly worthy to serve in a Titan clan.

When in battle, each crewman wears a close-fitting boiler suit that contains the life-support systems he needs. His boots are made of a slightly adhesive substance that is ideal for moving around the organic tubes and passageways that criss-cross the Titan. When outside the Titan, each Eldar wears either a jacket or a coat for warmth. Like the boiler suit itself, these topcoats bear the Titan's rune and victory symbols on the left shoulder, and the Eldar's clan symbol on the back.



FIR LIRITHION (HEARTS ARMoured FOR BATTLE)

The Fir Lirithion are regarded as the surgeons of the battlefield by most observers. They have fought many highly effective campaigns, such as the rout of a Company of Emperors Children on the Moon of Balthor; a strike force of Phantoms went deep into the Valley of Envy and destroyed the Traitors' command centre. The leaderless and battered Marines were forced to withdraw to a savage feral world in the outer systems, where they were killed by a virulent plague that caused their Larraman's Organ to emit cells uncontrollably, terminally thickening their blood.

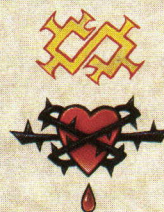
FIR IOLARION (EAGLES BORN OF FIRE)

In the months after their warp gate accident, the Iyanden Craft World sent Eldar troops to nearby systems to gather materials for repairs. On the Ork world of Gagnar they located a lake of liquid copper vital to the restabilisation of their warp gates. Although their operations to drain the lake were constantly hampered by attacks from Ork Gargants, the presence of the Fir Iolarion Phantoms meant that they were able to get the metal they required without sustaining heavy losses.

FIR LIRITHION (HEARTS ARMoured FOR BATTLE)

The Fir Lirithion of the Iyanden Craft World have a most unusual attitude towards combat. This Eldar clan are slow to ire and they never go willingly to war; yet they are, once on the field, among the most fearsome of all opponents. To the Fir Lirithion, war is a cancer to be eradicated. They strive to cut out the disease but leave the body unharmed; to this end they will go to inordinate lengths to purge their enemies of belligerent leaders while leaving the unwilling masses unharmed.

This tactic of course, relies on the idea that the masses will be routed upon the death of their leaders. As a consequence, the first time the Fir Lirithion found themselves fighting Orks, they suffered the biggest defeat of their long and glorious history. They struck at the Ork command post with a lightning strike, killing all of the tribe's leaders in one fell swoop. Expecting the Orks to fall apart without leadership, they did not expect the retaliation they received, and were taken by surprise. Their losses were heavy that day.



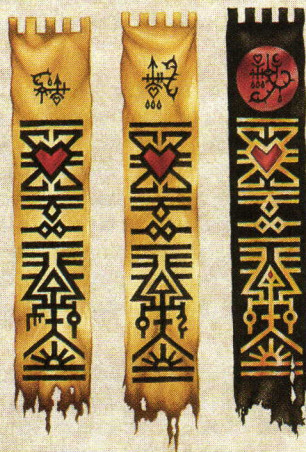
FIR LIRITHION INFINITY SYMBOL

CLAN SYMBOL

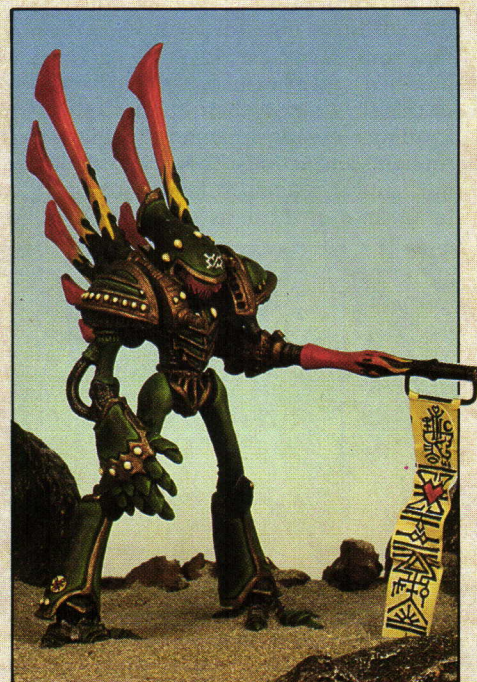
The Fir Lirithion clan symbol, like all clan symbols, is a graphical representation of the clan's name.



Phantom armed with power fist (right arm) and pulse laser (left arm).



The three banners to the left are taken from three Phantoms from the Fir Lirithion clan. Notice how the spirit seal becomes more complicated as you go from left to right, as the personality of the Spirit Stone in each becomes more complex. Also notice how the banner to the right is reversed out, signifying that this Phantom is a squadron leader; the infill design on the head of the Titan rune confirms this.



THE PHANTOM CLASS

ELDAR TITAN

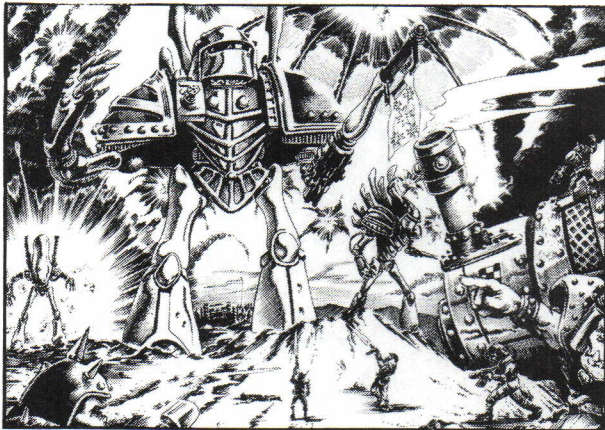
The Phantom, or *Finnadan*, is the most common class of Eldar Titan. As its name suggests, the Phantom is fast-moving and very agile, embodying the Eldar military philosophy which prefers speed and mobility to heavy armour.

Like all Eldar military vehicles, the Phantom is designed for beauty as much as function, and compared to an Imperial Titan it is very tall, slim and fragile-looking. This appearance is largely deceptive, for the Phantom is strongly built, and can absorb at least as much damage as a Human Warlord Titan.

Unlike Human Titans, however, Phantoms do not make use of void shields. Instead, they have a system of defensive screens called *dathedi* ('between colours'). The screens project a holographic disruption pattern, whose dispersion is linked to the Titan's movement. Thus, when a Phantom moves, its image seems to explode into a storm of tiny multi-coloured shards. The faster it moves, the more scattered its image becomes. When it stops, the cloud appears to coalesce into a solid shape.

Eldar defensive screens are designed to disrupt enemy targeting rather than stop incoming fire as void shields do. Compared to Imperial Titans, the Phantom is vulnerable to damage, but its screens make it more difficult to hit provided it keeps moving. While many Imperial Titan commanders see this as a weakness, it is entirely in harmony with the Eldar conception of war; hit-and-run tactics are normally employed, with the Phantoms using their speed and agility to manoeuvre into an opponent's blind side before firing.

The Phantom has a crew of four - three living Eldar and one Infinity Circuit. The Infinity Circuit is normally mounted in the centre of the crew compartment in the Titan's head, and the living crew - frequently blood-relatives of the Infinity Circuit - occupy couches around it. Unlike their Human counterparts, they do not have specific functions. Each crew member is equipped with a headband in which is set a fragment of the *carrecenad* stone; by means of this they merge their minds with the Infinity Circuit, forming a composite mind capable of handling multiple thoughts and actions. This mind is linked to the Phantom's mechanical systems by Mind Impulse Units which are far in advance of those used by the Imperium.



The relationship between a Phantom's living crew and its Infinity Circuit is intimate and all-sharing; they know each other totally, and are marked by their ability to finish each other's sentences and thoughts out loud.

In any other Eldar, this would be unthinkable presumption, but Titan crews are known for the closeness they develop and the eccentricities that arise from it. To Eldar outside the Titan Clans, they are almost a race apart.

THE ORDER PHASE

The superior design of Eldar Mind Impulse Units, coupled with the composite mind formed by the crew and Infinity Circuit, makes the Phantom Class a very flexible Titan, able to react quickly to an opponent's actions.

Because of this, when Phantoms fight non-Eldar, the non-Eldar forces must choose *and reveal* their orders before the Phantoms choose theirs.

The normal rules for orders are used if Phantoms fight other Phantoms.

THE MOVEMENT PHASE

Because they are designed with a fast, mobile tactical approach in mind, Phantoms are always extremely manoeuvrable.

THE REPAIR PHASE

Co-ordinated by the shared consciousness of crew and Infinity Circuit, Eldar repair systems are highly effective in locating and repairing damage.

All repair rolls on a Phantom receive a +1 modifier.

Seeing the Caurifellianaid was almost a shock after the stories Liafil had heard - they looked very like himself. He tried not to stare at the shifting red-and-black of soul-stone in their head-bands.

"It is my thought," said one, "that the Orks..."

"Agreed." The second interrupted. "But recall..."

"Very different terrain." A third voice. "However..."

"Luatheinn on the left flank can..."

"If necessary. We shall know more from this briefing."

Liafil was relieved to reach the briefing-chamber. The Caurifellianaid's constant interruption of each other made him very uncomfortable.

THE COMBAT PHASE

MAXIMUM TO HIT

The rule of one and six from the basic game rules is not used if Phantoms are being employed in a game. Instead, the *maximum to hit* rule is used. No matter what happens, a roll of 1 on the dice is *always* a miss. That doesn't change from the basic rules. If you require a score of 7 or more to hit, roll to hit as normal. If you score a 6, you have not necessarily hit. Roll again (this second roll is never modified by anything), and consult the following table.

Maximum to Hit Table	
Score Needed to Hit	Roll Required
7	4+
8	5+
9+	6

DEFENSIVE SCREENS

In addition to the normal modifiers to hit arising from the firer's orders, units firing on an Eldar Titan which is equipped with defensive screens suffer modifiers to hit according to the Eldar Titan's orders for the turn. These are given on the *Defensive Screen Modifiers* table below.

The Phantom Titan model has a base with a numbered wheel, like the Void Shield Wheel of Warlord and Reaver Imperial Titans. The wheel on a Phantom's base is called the *defensive modifier wheel*, and is used to keep track of modifiers to hit arising from its orders.

At the start of the game, set the wheel at '0'. When the Phantom's orders are revealed, move the wheel up or down by the amount indicated on the *Modifier Increment* column of the *Defensive Screen Modifiers* table, to display the modifier to hit for incoming fire that turn. The number showing on the wheel is subtracted from the rolls to hit for any attacks made on the Phantom. Note that this modifier may never be more than the *Modifier Maximum* given on the table (3 for evade orders, 1 for first fire and 2 for all other orders), and may never be less than zero.

Defensive screens may not be damaged, only destroyed. When a Phantom's defensive screens are destroyed, turn the defensive modifier wheel so that the red dot is displayed. The Phantom no longer gains any defensive modifiers, and its opponents' rolls to hit are modified only by cover and by their own orders.

DEFENSIVE SCREEN MODIFIERS		
Orders	Modifier Increment	Modifier Maximum
Evade	+2	3
Charge	+1	2
Advance	0	2
First Fire	-1	2
Damage Control	-2	1

WING-MOUNTED WEAPONS

The shoulder wings on Phantom Titans are used as weapon mounts. Wing-mounted weapons have the same arc of fire as carapace-mounted weapons on an Imperial Titan.

CLOSE COMBAT

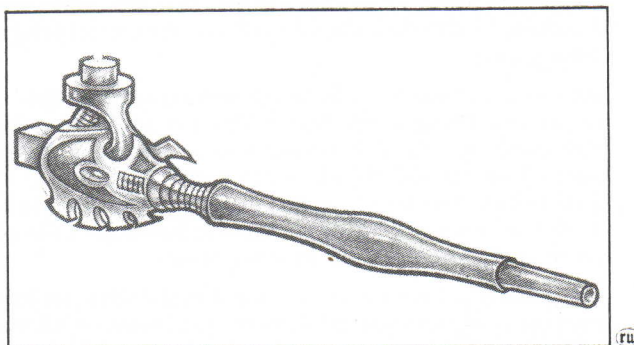
Because of their agility and fast reactions, Phantoms receive a +1 modifier to hit when attacking a non-Eldar Titan with close combat weapons.

When a Phantom is engaged in close combat, its defensive bonus becomes -1 for the duration of the close combat, and the defensive modifier wheel should be moved to display the number 1.

NEW WEAPONS

The Eldar use three distinctive weapons on their Titans: the pulse laser, the distortion cannon and the induction field projector. Details of these weapons may be found below.

PULSE LASER



The pulse laser, or pulsar, is used exclusively by Eldar Titans. No other race has the required level of technology to make such a weapon.

The pulse laser is a very heavy weapon. It fires a burst of rapid laser pulses. Roll to hit once; a successful roll to hit means that the target has been caught by a burst. Roll a D6 to see how many times the target has been hit. Separate damage level and hit location rolls are made for each damaging hit.

For example, a pulse laser hits an Imperial Titan with 3 void shields. The Eldar player rolls a D6 and gets a 5; the pulse laser has caused 5 hits. The first three hits knock down the Imperial Titan's void shields, while the remaining two hits inflict damage on the target, which is resolved in the normal way.

Pulse lasers may only be purchased for Eldar Titans.

PULSE LASER VS VEHICLES

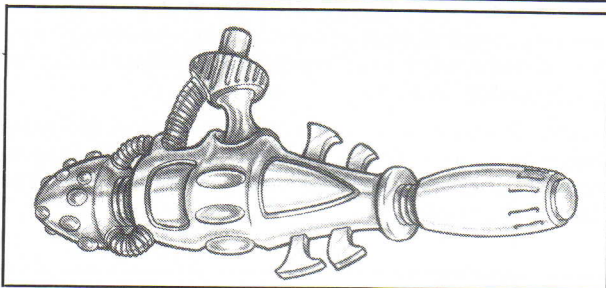
When firing on vehicles, Pulse Lasers offer two options:

- fire on a single vehicle, rolling once to hit and rolling a D6 to determine how many shots from the volley hit the vehicle;
- place the transparent 6cm burst circle where desired within the weapon's range and fire arc, and roll to hit each vehicle covered by the burst circle. Each vehicle may only be hit *once*.

PULSE LASER VS INFANTRY

When a Pulse Laser fires on an infantry target, place the transparent burst circle where desired within the weapon's range and fire arc, and roll to hit each infantry stand under the burst circle. Each stand may be hit only *once*.

DISTORTION CANNON



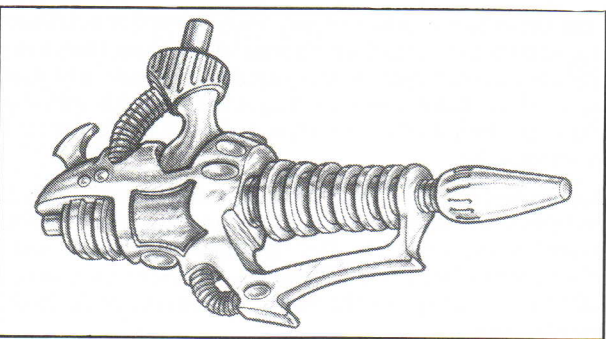
The distortion cannon, or D-cannon, is an exotic heavy weapon, particular to the Eldar. It operates using the same principle as a spacecraft's warp drive, displacing the target into warp space and then back again, usually with fatal results.

A D-cannon takes some time to set up and fire, and may only be fired with first fire orders. In addition, it does *not* receive the usual +1 modifier to hit - first fire orders are a necessity rather than a luxury, and give the crew no extra aiming time.

However, a D-cannon can be devastating when it hits a target. Anything other than a Titan is automatically destroyed, regardless of armour or saving throws. A Titan with operating void shields is completely unaffected - it does not even suffer a knocked-down void shield - but a Titan without void shields suffers one automatic critical hit for each successful hit by a D-cannon.

The grade of a Titan-mounted D-cannon is always one *less* than the heavy weapons grade of the hard point on which it is mounted; this is because of the necessity for additional stabilising equipment to keep the weapon still for firing.

VIBRO-CANNON



Commonly known as the vibro-cannon or V-cannon, the induction field projector is a very heavy weapon, which can only be fitted to Eldar Titans; it requires a very precisely-modulated power supply, which is beyond the capacity of Human plasma reactor designs.

The V-cannon causes a fluctuating electromagnetic field which induces powerful interference in heavy-duty power transmission systems. This is often compared to an electric current inducing muscular paralysis in a Human. When two or more are brought to bear on a single target the fields will interfere with each other. This interference is modulated to induce resonant vibration in the structure of the target, causing damage by literally shaking it apart.

The V-cannon can only be used with first fire orders. It has no effect on infantry. A roll is made to hit as normal, but void shields and power fields provide no protection; a hit always causes damage to the target.

If a hit is scored, the V-cannon is *locked on* to the target. It remains locked on until:

- The attacker chooses orders other than first fire for the unit operating the V-cannon
- The attacker decides to fire the V-cannon at another target
- The target moves out of the V-cannon's range, fire arc or line of sight
- The target is destroyed

Hits from a V-cannon cause damage in the end phase of the turn. The target suffers the following effects for *each* V-cannon locked on to it:

- movement is reduced by 4 cm, to a minimum of zero
- the target loses one 45° turn per movement phase, to a minimum of zero

When two or more V-cannon are locked on, the target also suffers one automatic critical hit for each V-cannon *apart from the first* that is locked onto it. If you are using the *Epic Battle Damage System*, all the V-cannon locked onto a single target count as one volley, which is treated separately from any other weapons being used by the same attacking units. For example, two Eldar Titans equipped with V-cannon attack a single Imperial Titan. The two V-cannon count as one volley, all other weapons on the first Eldar Titan count as a second volley, and all other weapons on the second Eldar Titan count as a third volley.

DAMAGE AND ELDAR TITANS

The new damage systems in this book can be used for Phantoms with little difficulty, provided that the following adjustments are made.

REPAIR

Because of the high degree of co-ordination afforded by having the crew in deep mental rapport, various functions are performed more efficiently than would be possible for a Human Titan crew. One such function is repair, and Phantoms gain a +1 bonus to all repair rolls.

DAMAGE TABLES

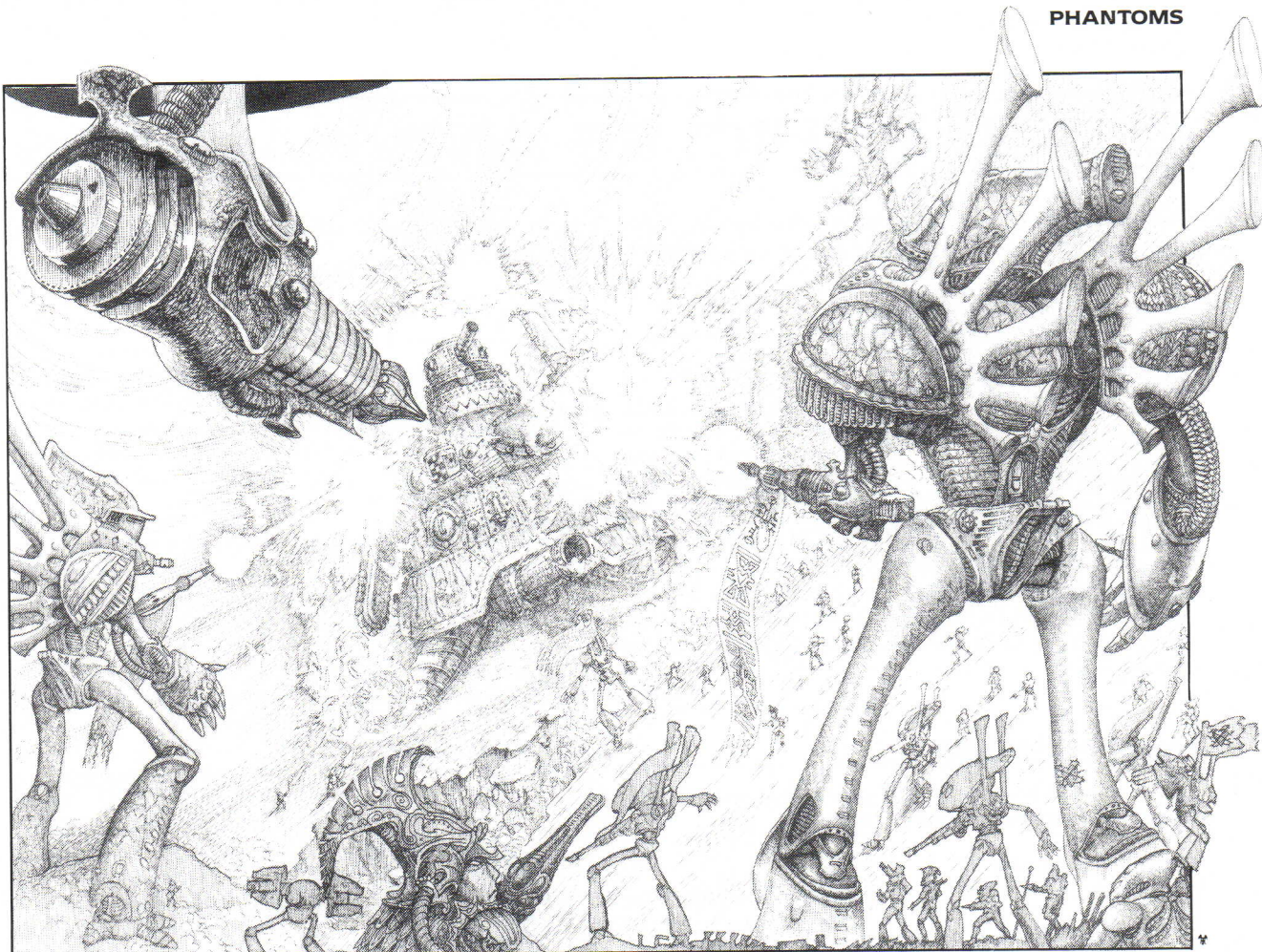
The following results are amended for Phantom Class Eldar Titans. These alterations apply to both the *Detailed* and *Epic Battle* damage systems.

Left and Right Carapace: For "carapace", read "wing".

Psychic Shock: Because the crew of a Phantom are in mental rapport, a *Psychic Shock* result will stun the whole crew for one turn, in addition to injuring *one* of them. The Titan may not attack, and may not be given any orders in the following turn. Longer-term effects depend on the number of crew members who have been injured - see *Crew Injuries* in the section on *Eldar in the Campaign Game*.

Knockout Blow: The only effect of this is to stop the crew ejecting or firing any anti-personnel weapons; damage does not affect the Titan's Infinity Circuit.

VSGs Destroyed: The Phantom's defensive screens are destroyed. Set the defensive modifier wheel at zero for the rest of the game.



USING ELDAR TITANS

Eldar Titan forces sometimes assist Imperial Loyalists against the Traitors; since their own race fell to Chaos from within, they will ally themselves with Humans to prevent the spread of Chaos. They will also fight Traitor Titans without assistance.

A force may be composed entirely of Eldar Titans, or may be a mixed group of Imperial and Eldar Titans. Any of the scenarios in the rulebook may be used with Eldar Titans making up some or all of one side's Battle Rating.

Eldar will not fight in the same force as Human Traitors or Orks.

WEAPONS

Phantom Class Eldar Titans may only ever use Eldar weapons listed in this volume and in the *Adeptus Titanicus* rulebook. Eldar do not use weapons designed and built by other races, as such items are far too primitive.

DEVICES

Phantom Class Eldar Titans may use any of the devices listed in the *Adeptus Titanicus* rulebook *except* cameleoline as this interferes with their own defensive screens.

DESIGNING PHANTOM CLASS TITANS

Eldar Titans may be designed using the rules from the *Designing Imperial Titan's* section earlier in this volume and the special rules given above. The most common Eldar Titan is the Phantom Class, which has two main hull variants: Spectre and Shade.

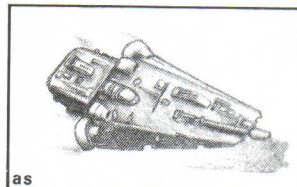
STANDARD ELDAR TITANS							
Class/Variant	Wings	Left Arm	Right Arm	Speed	AR	Battle Rating	Mvr
Phantom/Spectre	2 x 2/0/B	4/1/A	4/1/A	16/24	0	1000	EM
Phantom/Shade	2 x 2/0/B	3/1/A	3/1/A	20/30	0	900	EM

ELDAR VEHICLES AND WALKERS

In addition to their Titans, the Eldar have a full complement of vehicles and walkers. The most commonly-used are covered in this section.

ARMoured VEHICLES

THE FALCON GRAV-TANK



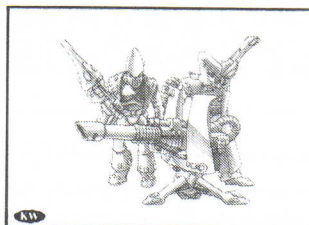
The Falcon grav-tank (Eldar *Faolchú*) is the mainstay of the vast majority of Eldar forces, and fulfills a large number of battlefield roles, from troop transportation to reconnaissance.

It is armed with a shuriken cannon and a grade 2 las-cannon, and can transport two stands of troops in the same way as an Imperial Rhino or Land Raider in the *Space Marine* rules.

LIGHT VEHICLES

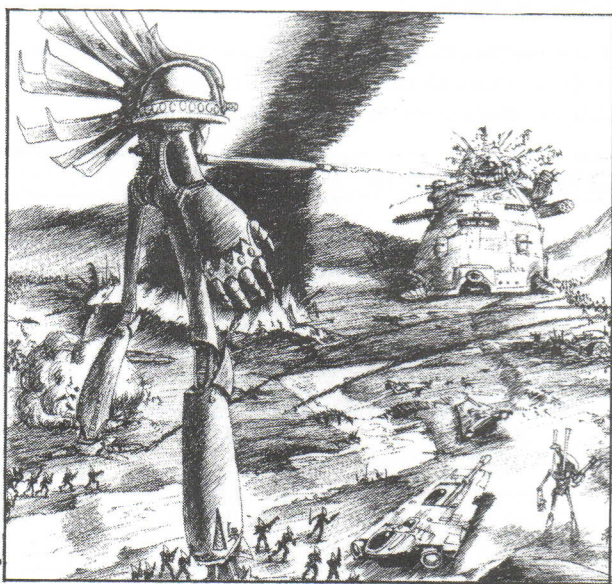
Eldar light vehicles obey all the standard light vehicle rules, as laid down earlier in this volume.

FIELD ARTILLERY

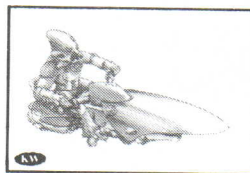


The term *Beithir* (an ambiguous word in the Eldar language, translatable equally as 'Thunderbolt' and 'Striking Serpent') is applied to a range of two-man mobile field artillery units. The most common weapon is a las-cannon, but

heavy plasma guns, D-cannon and scatter lasers are also widely used. The artillery unit is not fast-moving, and has only one movement rate - the charge rate. It may never be given advance orders. Eldar field artillery is often deployed from Falcon grav-tanks.



JET CYCLE

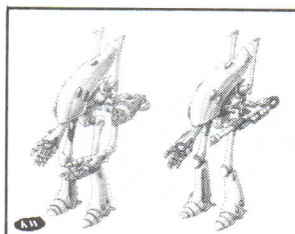


The *Ceifulgaithann* ('Wind Rider') is the standard Eldar jet cycle, and fulfills the same battlefield role as the Imperial Jet Bike. It has a crew of one, and is armed with a shuriken catapult.

WALKERS

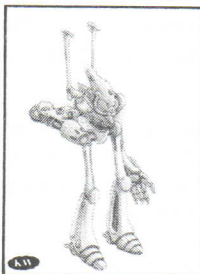
The *Scurathainn* walkers include machines which the Imperium would classify separately: the *Iarrascurath* ('Questing Warrior') dreadnought, the *Tannascurath* ('Spirit Warrior') Infinity Circuit robot, and the *Offigascurath* ('Striding Warrior') war walker. All machines in this category behave as dreadnoughts in all respects.

DREADNOUGHTS



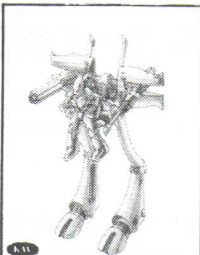
Like the dreadnoughts of the Imperium, Eldar dreadnoughts are crewed walkers with a mixture of anti-personnel and anti-vehicle armament. The two most common variants are the Banshee Assault Dreadnought and the War Cry Support Dreadnought. Eldar dreadnoughts are equipped with jump packs as standard.

SPIRIT WARRIORS



The Spirit Warrior is generally considered as a robot by the Imperium, but to Eldar eyes it is very little different from a dreadnought. Instead of a living Eldar, it is crewed by an Infinity Circuit, but there the difference ends. Spirit Warriors do not require programming like imperial robots, and behave in every way as a dreadnought.

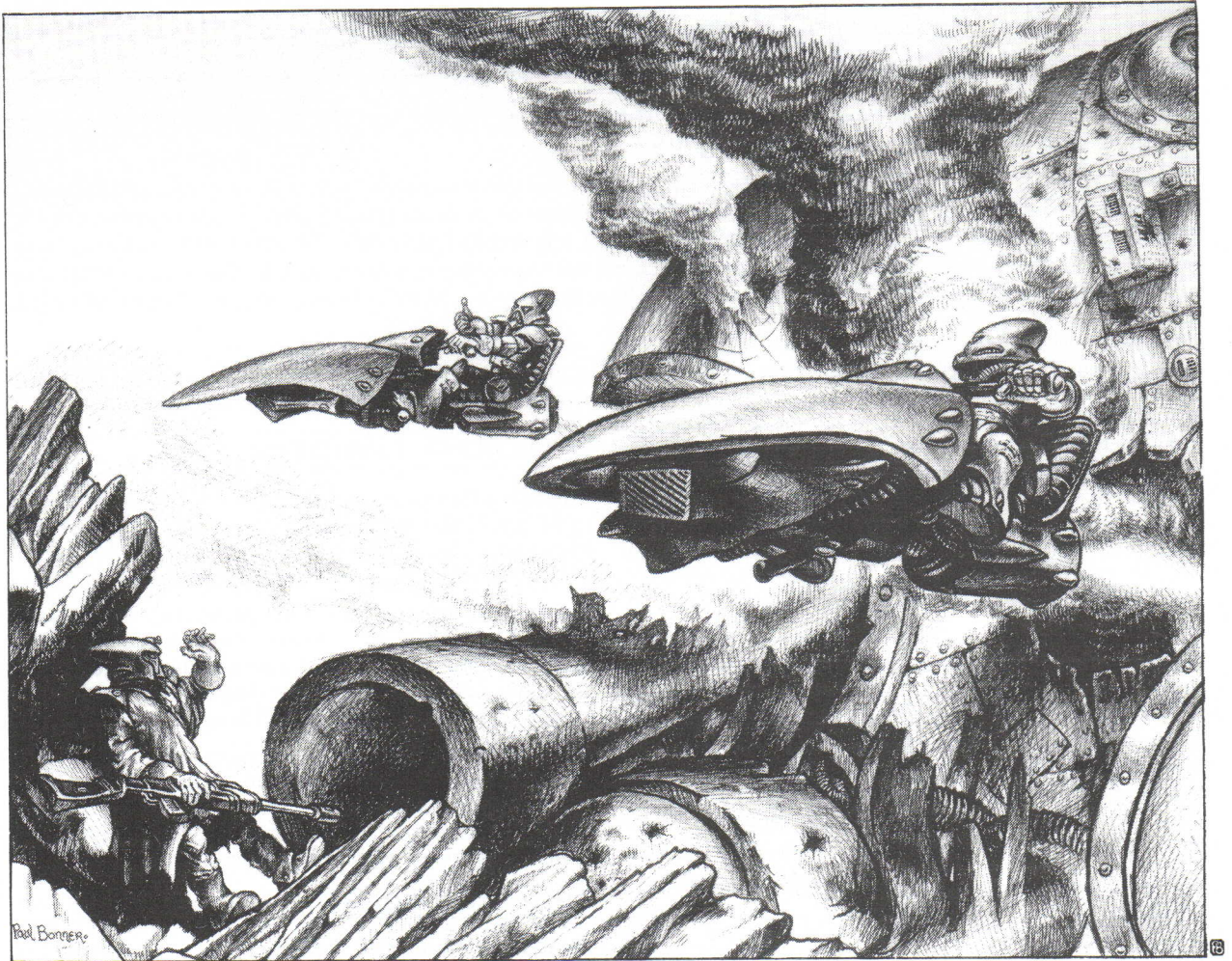
WAR WALKER



Despite the exposed position of the crewman, the War Walker is not counted as a light vehicle. The crew position is protected by an array of energy fields, giving the same protection as a dreadnought's metal skin. Its armament of a scatter laser and a las-cannon make it effective against both infantry and vehicles.

JUMP PACKS

Eldar dreadnoughts are fitted with jump packs, allowing them to make a special *jump* move if they have charge orders. A jump move allows the Dreadnought to move double its normal charge distance, but it may only make one 45° turn, at the start of its move.



Fiallir led his Wind Riders high over the battle. In the distance, four of the ugly, brutish Ork Gargants lumbered forward, contrasting grotesquely with the Phantoms of Fir Lirithion they faced. Grav-Tanks sped forward, weaving as they headed for the chosen artillery positions.

The Wind Riders left the Titans behind. Fiallir wondered briefly what it must be like to have a machine respond as if it were your own body. Then he laughed out loud. He knew. His Cycle rolled and swerved, sharing his laughter.

Far below him, the artillery was firing. Explosions appeared among the advancing horde of Orks. With the wild song of the Avenger keening through his veins, Fiallir led the Wind Riders to the attack.

"Iolavai Ceifulgathann!" Six voices echoed the warcry as the Wind Riders swooped. Shuriken tore through steel and leather, flesh and bone. Orks scattered; Bikes and Wartraks swerved madly to avoid the onslaught. A Wartrak gunner died trying to bring his las-cannon to bear. Another was faster - Fiallir threw his Cycle into a tight turn as a laser-bolt grazed his front fairing. Behind him, Rhiadlior fell in a storm of bolter shells - now they were five.

Hugging the ground, the Jet Cycles screamed along the Ork lines. Grav-tanks hurried to reach the gap before it closed. Rubble flashed by, inches away - vital cover against the concentrated bolter fire of the Ork infantry. Five Orks died against the stump of a wall, but Mathlahir fell with them.

Dodging and weaving, the four Jet Cycles headed deeper into the Ork lines. Auto-cannon shells marched along a wall behind Fiallir's shoulder; he flung his Cycle sideways out of the line of fire, and swung round the building.

The Gargant came as a complete surprise. Fiallir swerved and climbed, almost rolling over in the effort to avoid the huge machine. Liassalath reacted an instant too late. A dozen Orks died at their firing-posts as the three Jet Cycles flashed past. The Gargant was behind them before the answering bolter fire started.

The Wind Riders bore down on the front line to find it awash with Avenging Warriors. The whole of the Ork centre had dissolved into small hand-to-hand skirmishes, and stalking Dreadnoughts sowed destruction along the flanks. A wrecked Gargant lay on its side, a makeshift fortress where a small group of Orks made a determined stand.

They took the Orks by surprise. A huge Ork stood bellowing orders - Fiallir's shurikens cut him in two, and the others fled. With Eldar infantry all around them and Jet Cycles attacking from behind, panic spread quickly. A few fired back, and Talission fell.

The two surviving Wind Riders made a low pass over the ruined Gargant, but there was no answering fire. Fiallir exchanged a wave with one of the Avenging Warriors, and headed back toward the Eldar lines.

ELDAR INFANTRY

The Eldar make use of two types of infantry force, whose roles Imperial commentators compare to Space Marine Assault and Tactical troops.

The Swooping Hawks (Eldar *Fian Silspeiraigh*) are an elite force of assault troops, specialising in troop drops to secure an area for other Eldar forces or to mount a devastating surprise attack. The Avenging Warriors (Eldar *Fian Dialcaman*) are the main Eldar line infantry who take various roles in the field depending on the pre-battle rituals they have undertaken. They are treated as normal infantry (see the *Space Marine* rules). The Swooping Hawks however, need special rules.

The Swooping Hawks are a highly mobile force, kept in a state of constant readiness. They are usually the first wave in an attack on a planet, capturing key points in lightning raids and preparing the way for the main assault. Once the more heavily equipped units have been deployed, the Swooping Hawks are ferried back to the craft world, where they can be deployed quickly to aid beleaguered units or staunch a breakthrough by the enemy. They are often used in support of Eldar Titans, dropping directly on the enemy front line, disrupting and distracting the defence while the Titans move into position for a devastating attack.

Swooping Hawks are ferried from the craft world to a planet's atmosphere in specially-designed craft known as *Rillisliiddian* (Shooting Star). These are not technically drop-ships, for they do not land on the planetary surface. Instead, they enter the atmosphere briefly, and the troops they carry free-fall to the surface, using their jump packs to slow and control their descent. The troop carriers then return to the craft world. Because they spend very little time in the atmosphere, and because of the complex system

of cloaking devices with which they are equipped, all too often the first warning of a Swooping Hawk attack has been the sudden scream of jump packs overhead.

TROOP DROPS

Swooping Hawks are not set up on the table at the start of the game; they are assumed to be plummeting through the atmosphere in their troop-carrying ships. They enter play using the same drop procedure as *Landing Pods*.

Enemy units may snap fire on dropping stands in the order phase if they have first fire orders. These attacks are worked out in the same way as normal snap fire attacks made during the movement phase, with the range being measured to the point where the Eldar stand landed.

Swooping Hawks must be given charge orders on the turn that they land, and may move up to 16 cm using their jump packs. On the first turn they don't have to worry about formation restrictions - but from their second turn on the table, the normal formation restrictions apply.

SPECIAL CASES

Sometimes a stand will land on top of an enemy unit or in difficult terrain, or even miss the table all together! The following special rules apply in these cases:

A stand is *killed instantly* if:

- it lands off the table
- it lands on a Titan or on a Titan's base

If the stand lands on top of any other enemy unit, the enemy unit is allowed to make one free attack with any ranged weapons. If this attack fails to kill the Eldar stand, the two units count as being engaged in close combat. Neither stand may move, and they must fight a round of close combat in the close combat segment.

If the stand lands in difficult or dangerous terrain it must make a saving roll to avoid being eliminated. Stands that land on top of buildings must also make a saving roll; if they succeed they are placed beside the building at a point chosen by their controlling player.

JUMP PACKS

All Swooping Hawks stands are equipped with *jump packs*. Stands equipped with jump packs have a charge rate move of 16cm, and may move over difficult and dangerous terrain without making dangerous terrain tests.

TROOP IDENTIFICATION

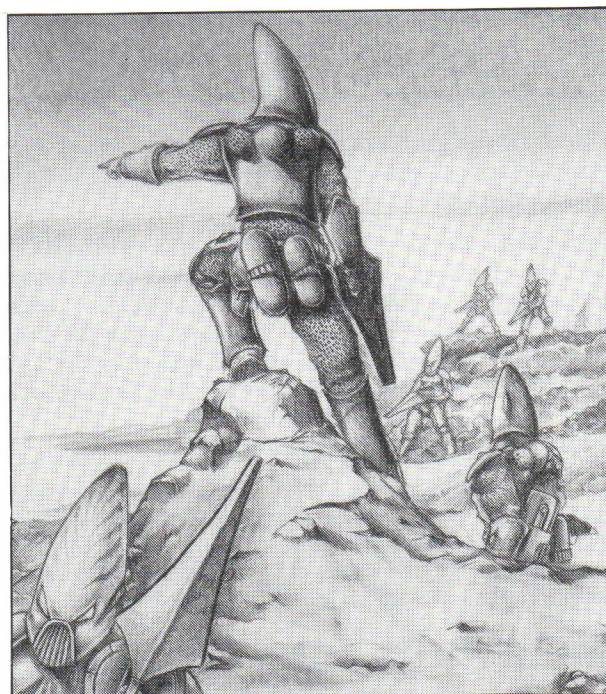
Eldar stands should have different coloured bases to make identification easier. An Eldar Commander is given the same colour as the troops he commands; mount a banner on the stand to indicate his presence.



STANDARD DETACHMENTS

Standard detachments for Eldar forces are as follows:

Detachment Type	No. & Type of Units	Battle Rating
Swooping Hawk Detachment	6 x Swooping Hawk Stand 2 x Commander	430
Avenging Warrior Detachment	6 x Avenging Warrior Stand 2 x Commander	580
Grav-Tank Detachment	3 x Falcon Grav-Tank	420
Field Artillery Detachment	3 x Field Artillery Unit	120
Jet Cycle Detachment	6 x Jet Cycles	180
War Cry Dreadnought Detachment	3 x War Cry Dreadnought	180
Banshee Dreadnought Detachment	3 x Banshee Dreadnought	180
Spirit Warrior Detachment	3 x Vampire Spirit Warrior	135
War Walker Detachment	3 x War Walker	270



as

NON-STANDARD DETACHMENTS

Eldar forces may be organised into non-standard detachments in the same way as Imperial forces.

Ralahir sat quietly in the hold of the Falcon, waiting for the Vengeance to begin. Around him sat nine others, all clad, like him, in the mask of The Avenger. Ten Eldar, one face. One mind. The Avenger's Song beat soundlessly through his mind, as he knew it beat through nine others - and across the battlefield, in thousands more. Two thousand minds, two thousand guns. One mind, one song, one spirit. So it was taught - that each was The Avenger, and The Avenger was all.

An explosion jolted the Grav-Tank, but it veered and regained its course. Ralahir was thrown against the straps of his harness and for a moment his concentration strayed. Then his mind became one with the song again; his spirit rose and fell in tune with two thousand others.

Through their mental song, with distant ears, he heard the dull crump of Ork weapons, and the voices of lasers and shuriken cannon. They blended somehow, forming bass and descant to the song of war.

The Falcon stopped abruptly, as a dancer stops at the end of a high leap. Ralahir loosened his harness and stood up in a single motion, holding his shuriken catapult in readiness. Doors swung open, and the Avenging Warriors went to war.

The Phantoms were almost with them, blurs of colour behind and to the right. Jet Cycles screamed overhead as the Falcon sped away with the rest of its group, to harry the Orks' left flank. In the distance, Gargants lumbered forward like mobile buildings, towering above the crowd of infantry and the hordes of wheeled and tracked vehicles. The air was bright with laser fire and the ground shook to the tread of the huge machines.

The heavy weaponry was already within range; soon it would be time for shurikens. The Jet Cycles sowed explosions along the Ork front line; one fell, like a shooting star. Ork vehicles lurched forward from the flame and smoke, spitting shells, plasma and laser fire. Dodging between ruins and rubble, the Avenging Warriors ran forward to meet them.

A gang of Wartraks thundered down on their position, spewing death as they bounced and jolted across the broken ground. Their lasers were answered with shurikens. The driver of the leading vehicle slumped across his handlebars; it swerved abruptly into one of its fellows. The surviving crews jumped clear of the wreck, drawing bolters. None lived long enough to fire.

The other Wartraks were past them now, heading deeper into the Eldar force to exchange fire with the Walkers.

Ralahir looked around; across the battlefield, the wave of vehicles had cut through the Eldar infantry. A few headed straight for the Phantoms, prompted by some suicidal bravery to attack the biggest target they could find. Meanwhile, the Ork infantry was closing.

Shuriken and bolter fire lit up the air with a deadly-bright hail as both sides dug in. The broken ground was a death-trap - whoever left cover first would die first.

Jet Cycles made a strafing pass over the Ork positions, but their fire would never be enough to break the deadlock. Ralahir thumbed his communicator into life.

"Iolavai Silspeiraigh! There is food for the Hawks here! Let us feast on the sorrows of our enemy!"

ELDAR IN THE CAMPAIGN GAME

The *Campaign Game* rules in the *Adeptus Titanicus* rulebook assumes that you are fielding a Human force - either Loyalist or Traitor. Some slight alterations are necessary when using Eldar in a campaign.

Eldar do not have Titan Orders like Humans - each of the vast Eldar craft worlds has a number of Titan Clans (Eldar: *Fir Caurifel*) which provide their Titan forces. Each Titan Clan is headed by a High Council (*Rhiaghlaidh Caurifel*) made up of the heads of the Families which make up the Clan, and the infinity circuits from all the Clan's Titans. A Titan force which is put into the field will come from a single Clan - invariably from a single Family within that Clan - and in the Campaign Game you will assume the role of the *Ardathricainn*, the head of the Family.

THE CAMPAIGN ROSTER

A campaign roster for Eldar Titan Clans is included in the back of this book, which you may photocopy for your own use only. It is broadly similar to the that in the *Adeptus Titanicus* rulebook, but does not have spaces for recording support missiles, which are used only by Humans.

CREATING THE TITAN CLAN

You have 10,000 points to spend on setting up your Titan Clan, and can spend it on Titans and equipment as you wish, subject to the restrictions listed in the section on *Designing Phantom Class Titans*. Crew experience and honour points are unchanged.

CAMPAIGN SCENARIOS

The rules for campaign scenarios in this book and in the *Adeptus Titanicus* rulebook are unchanged, apart from the following points:

CREW INJURIES

As has already been mentioned, the crews of Phantom Class Eldar Titans are structured differently from their Human counterparts, which means crew injuries work in a slightly different way. Use the following table for Phantom crews:

Injured crew	Effect
1	None. The Eldar Titan operates as normal.
2	The Eldar Titan must choose orders at the same time as non-Eldar Titans. All rolls to hit suffer a -1 modifier.
3	As 2, plus the Titan loses its +1 to hit modifier with close combat weapons and counts as being highly manoeuvrable instead of extremely manoeuvrable.

LONG-TERM INJURY EFFECTS

The procedure is the same as for Imperial Titans.

CREW DEATHS

The crew loses 25% of its experience points (rounding up) for each crew member killed. For each skill the crew has, roll a D6 and add the number of dead crew members; on a roll of 7 or more, the skill is lost.

Note that the infinity circuit in a Phantom always survives unless the Titan is destroyed.

EJECTING

Eldar do not eject from a Titan like Human Titan crews. Instead, the crew cabin of an Eldar Titan is fitted with a teleport mechanism which transports the crew to safety the instant it is triggered.

Using the teleport mechanism is treated as ejecting, and the same dice rolls must be made to see whether the crew gets out safely. Because of the complexity of the teleport mechanism, an Eldar Titan crew suffers a -1 penalty to eject rolls. However, if the crew teleports out before the Titan is destroyed, they never need to roll on the *Escape Tables* - once they are out of the Titan they are automatically home and safe.

DOWNTIME

This is unchanged from the *Adeptus Titanicus* rulebook, apart from the following points:

SKILLS

Ace Eldar crews gain their first skill at 10 experience points, and gain one skill every 10 experience points thereafter. This is because the members of the Titan Clans are brought up with Titans from their very earliest years, and develop a natural aptitude for working with the great machines.

SALVAGE PHASE

Eldar forces may attempt to salvage from Imperial Titans and Ork Gargants. In both cases there is a -2 modifier to the salvage roll. Only weapons may be salvaged, and belly guns may not be salvaged from Ork Gargants.

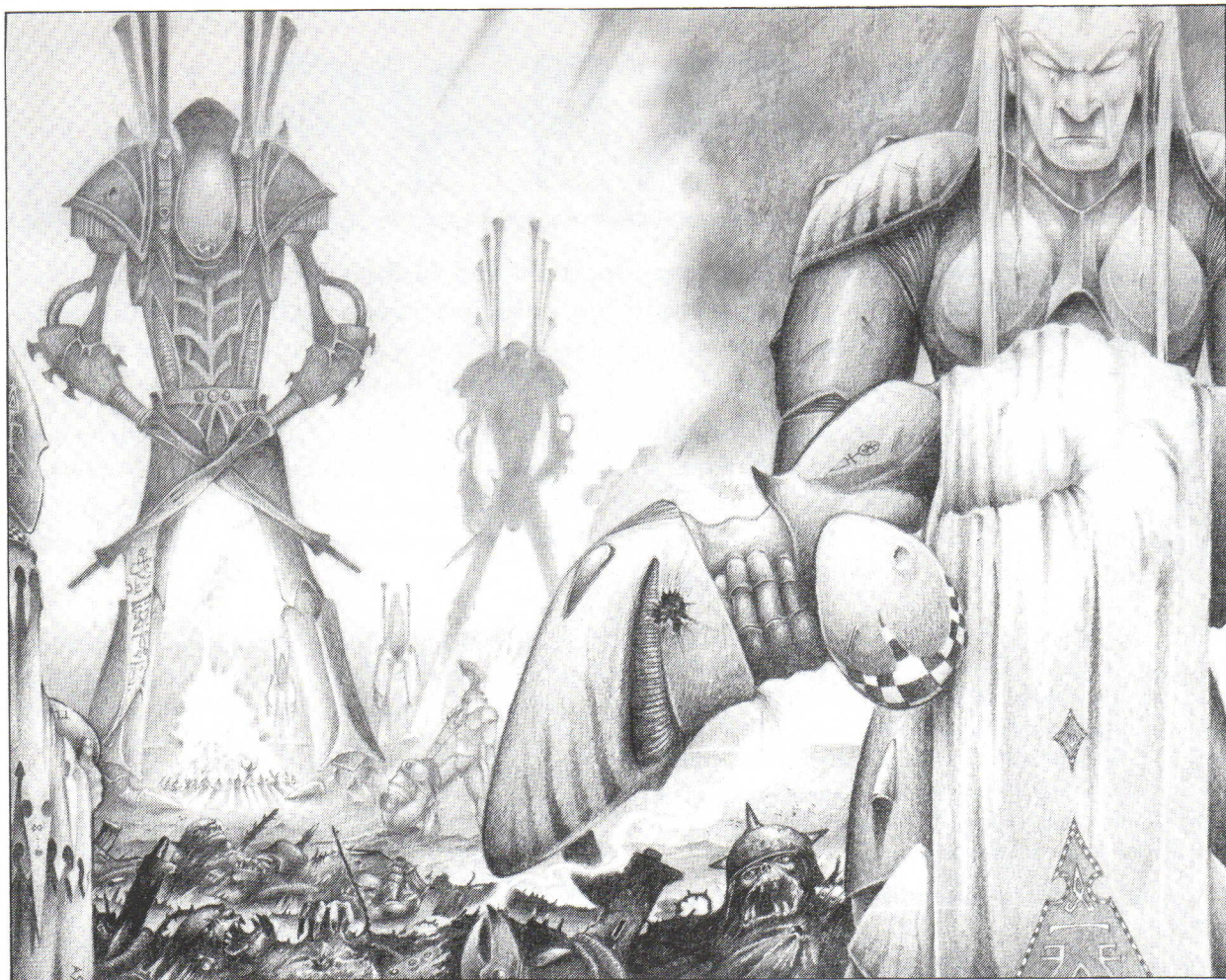
Eldar forces may salvage from Eldar Titans normally, with no penalties.

REQUISITIONING

This is handled in the same way as for Imperial Titan battlegroups; of course, the *circumstances* are slightly different - the *Ardathricainn* is approaching the Clan's High Council for supplies, using family connections and political influence, rather than sending requisitions to the Adeptus Mechanicus.

RECRUITING

Recruiting takes place as in the *Adeptus Titanicus* rulebook, but Titan families have a +1 modifier to the roll for crew experience, reflecting the fact that members of Titan families have close ties with the machines from childhood. However, there is no modifier for the Family's Honour score; they only recruit from within the Family, and do not use their reputation to attract outside crews.



as

The battlefield was silent. Corpses were strewn across the ground, their weapons as broken as their bodies. Vehicles lay smoking, overturned, their dead crews sprawled on and around them.

But among the death, there was movement. Grim graceful figures glided from ruin to ruin, from wreck to wreck. Slowly, silently, the Eldar took back their dead.

At the centre of the field, where the fighting had been fiercest, six great pyres were lit. The Orks were ignored, their bodies left to feed the carrion-beasts which already scuffled and chattered among the rubble. Not for them the rites of Tienespiorath; no remembrance for the enemy.

Liathair turned his back on the pyres for the fourth time, and went back toward the ruined building. A jet bike passed him, the normal scream of its engine lowered to a mournful hum as its rider brought back a fallen comrade. Further away, he could see a group of searchers carrying bodies into a Grav-Tank. To his left, a Banshee strode towards the pyres, holding the body of an Avenging Warrior in its great hands like a broken doll.

It was late now, and the dead were truly lost; earlier, a few had been saved into the spirit-stones of the Lords-Phoenix. Now, the slain were beyond saving, their spirits sucked into the void, into the great abomination which the Eldar must bear, of which only the Harlequins speak.

Inside the building, Liathair kicked an Orkish carcass aside, and gently lifted the last of the Eldar bodies in his arms. For the fourth time, he made the journey back to the place where a fresh pyre was being built. The mask of the Avenger snarled up at him from the helmet: my life was sold dearly.

He laid the corpse on top of the growing pyre. He did not look behind the mask, to see who it was; it was irrelevant. All the dead had died in the spirit of the Avenger, their other selves forgotten. No names, no faces - just snarling masks and blazing shuriken catapults.

Pain is ours, and sadness at your parting,
Never to taste of our victory's joy.
The fires are lit for you, those who live weep.
Not enough Orks exist to atone for your lives.

The dirge rose over the communications network, stately and measured. Though the lost had no names, still they were lost. He had found the four dead from his coillineir, and performed the marcarath which the living owed the fallen.

A great shadow fell over the unlit pyre; one of the Phantoms now towered above it. A huge pulse-laser reached down, with something like gentleness - a flash, a crack, and the pyre was lit. The Titan stood over the pyre as it burned, arms crossed and head bowed in mourning.

ORKS



Shagrudd Deathblaster stood on the bridge of the *Stompsmasher*. Behind his flagship stood four other Gargants; at their feet, thousands of Orks and hundreds of war machines waited, ready for battle. All eyes were on the cloud of dust in the distance.

Shagrudd raised his telescope to his good eye. The Human force was strong - three Warlord Titans and a Warhound Scout strode forward among a shifting carpet of Space Marines, Land Raiders, and smaller vehicles. His eye narrowed as he judged their range - it was time. He picked up a speaking tube.

"MOVE!" Metal groaned as the *Stompsmasher* heaved into motion. "Left a bit an' flat out!" Gretchins scurried to raise signal-flags, and the other Gargants stirred. Buggies and Wartraks shot forward on either flank, racing each other to the enemy. In their dust-cloud, Dreadnoughts stumped onward behind a vast crowd of running, yelling Ork warriors. The Boyz were going to stomp Humie.

"Belly gun!" Howled Shagrudd. "Airburst! Get that little zogger!"

The Gargant shook, and a huge explosion shrouded the Warhound. Only the stumps of legs remained. Shagrudd grinned - first shot, first kill. Even above the din of the moving Gargant, he could hear the Boyz cheering.

The Wartraks and Buggies began firing. A few shots fell short, but satisfying explosions appeared along the lines of Space Marines. Land Raiders rushed to help their comrades, firing as they came. The *Stompsmasher* crushed one underfoot in passing, as shells from its turret guns traced a flaring line across a Warlord's shields. To Shagrudd's left, the *Deathstomper* lost a turret and started belching smoke.

The *Stompsmasher* was rocked by a series of explosions - the power fields were gone, and the *Stompsmasher* was starting to suffer damage. But one Warlord was weakened - the shells from Shagrudd's guns stopped flaring off its shields and started to smack against its hide.

"CHAINSHOT!" The Mega-Cannon roared, and the huge chain wrapped itself around the legs of the unshielded Titan in a whirling blur. The Warlord stood stock-still for a moment, and then toppled like a felled tree. A Company of Space Marines failed to get out of its way.

There was a bang and a shudder and smoke belched up from the Gargant's innards. Gretchins scurried into the maze of pipes and cables clutching wrenches and oily rags. There were a few shrieks and a smell of scorching flesh, but the smoke began to clear.

Meanwhile, the *Headcrusher* had rammed another of the Warlords. The jaws of its Snapper shredded a knee while its chain fist delivered a devastating uppercut. But the fight was not one-sided. The *Deathstomper* burned fiercely now, and the *Corpsegrinder* had run out of control across the battlefield, crushing both sides in an infantry skirmish before finally embedding itself in a building.

Shagrudd signalled the *Bigripper* to circle round the last Warlord. Humie couldn't face two ways at once. The Titan turned all its weapons on the *Stompsmasher* in a tremendous volley, and Shagrudd was thrown across the bridge. When he regained his feet, he could hardly see for choking black smoke. Three of the four turrets were out, but the belly gun was still working.

"SHELL!" He howled down the speaking tube. Simultaneously, the Warlord was caught in an airburst from the *Bigripper*, blowing both its arms off and showering sparks from its carapace.

Below, Maniks charged howling at a building where a few Humans still held out. Shagrudd looked back up at the Warlord. It was advancing unsteadily.

"WURZ THAT ZOGGIN' SHELL?" he bawled. As if in answer, there was a mighty explosion. For a moment Shagrudd thought the *Stompsmasher* itself was hit, but then he saw that the Warlord had ceased to exist. All that remained was a crater, filled with bubbling plasma.





ORKOIDS

The Orkish race is savage and brutal, and relish in war. Orks themselves are a warrior elite who lord it over their smaller cousins, Gretchins and Snotlings. Orks dominate their society because they are the biggest, toughest and meanest. Orks are muscular and robust, and a typical specimen stands about man height, but would be taller if he stood up straight. Gretchin are smaller and less developed, but they have alert and cunning minds. By nature they are cheerful, furtive, sneaky and fatalistic. Most Gretchins are owned by Ork masters as personal servants and the Orks depend on them for most of the day-to-day running of their society. The smallest Orkoids, Snotlings, are mischievous and wilful but can be trained to do various tasks. Their main role in Ork society is harvesting Squiggly beasts and fungus for food.

ORK REALMS

As a result of the erratic progress of Ork space travel, and their urge to seek adventure wherever it may take them, Ork communities tend to be scattered throughout the universe. They travel in warfleets of hijacked space hulks, patched up and made airtight by simple power-field technology.

Each community considers itself to be either a tribe or a confederation of tribes united temporarily under a great warlord. A tribe may be wandering in space, settled on a planet, isolated from other races or at war. Every tribe will include a motley collection of Ork clans and castes.

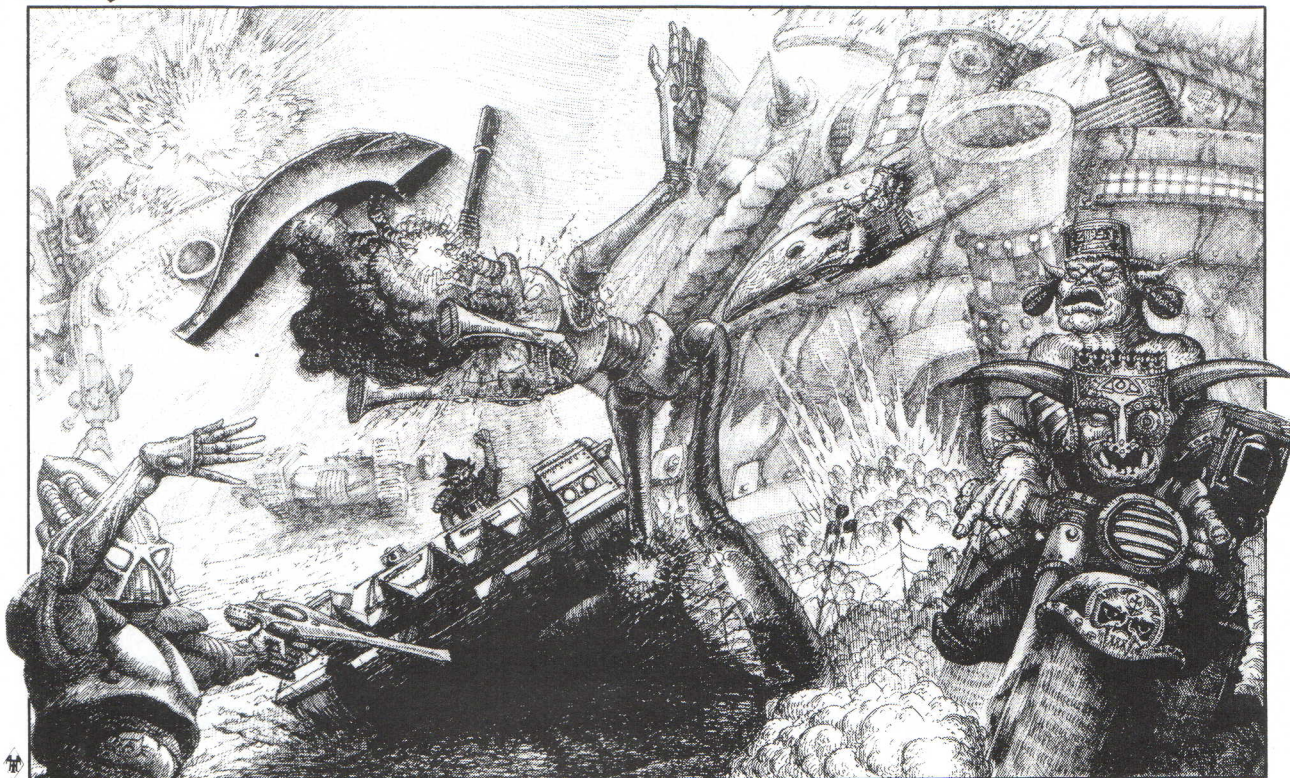
Orks are a very successful race, and they seem to be able to survive, expand and prosper almost effortlessly compared to struggling humanity. On the whole, they have a more pragmatic attitude to life than many other races, and seem better able to cope with the realities of a harsh universe. The secret is that they just don't care. Orks simply follow the natural life they were intended for: wild adventure, warfare, raiding and early death. Their remarkable progress has been achieved mostly by trial and error, without pausing to count the cost or question the meaning of it all.

CONQUEST AND TRIBUTE

Orks need a regular supply of armaments and technology if they are to stand up to their enemies. The Meks do a good job, but its not enough on its own. The only solution is to conquer and enslave industrial communities, mount raids or exact tribute. Often this will be an arms-length transaction with Ork space hulks turning up periodically to demand goods. Sometimes a planet will be subjected to occupation, with the Orks ruling it as an uncouth warrior aristocracy and forcing the population to manufacture arms and equipment for them.

BUILDING GARGANTS

Ork raids are a constant hazard for all the intelligent races of the galaxy. Every two or three centuries the frequency of raiding increases, closely followed by Ork invasion and wars of conquest. This is known as the time of Waa-Ork. It is the root cause of Ork migrations and responsible for the rise of great empires. The focal point of the Waa-Ork is the construction of the mighty Ork Titans, known as Gargants.



Waa-Ork is a spontaneous happening. It can begin in the mind of a single Mek, who forms the vision of a colossal war machine in his mind, shaped in the image of the Ork war gods. From that moment on he becomes obsessed by giving real mechanical form to this dream. He immediately begins work, assisted by his Gretchins and slaves, and Mekboyz drawn in from the surrounding area, inspired by the same idea. Soon the word spreads and the psychic call is heard by Orks all across the galaxy. More and more Mekks with their entourages gather at the site, which now reverberates to the clanging of hammers on metal. Slowly the scaffolding is erected and within the cradle of steel the great metal hulk that will become a Gargant takes shape.

Gradually the Waa-Ork gathers momentum, as the scene is repeated throughout Orkdom. Each tribe, realm or empire is engrossed with the construction of its own Mob of Gargants. In a process which can take up to three hundred years to reach its peak, the whole of the Ork race will become agitated, disturbed and dynamic. Waa-Ork is a time of tribes coming together, of great works, of migrations, wars and conquests. Orks throughout the universe take to the warpath.

The gigantic Titans known as Gargants stride at the core of the Waa-Ork. Each Gargant is a huge towering war machine of awesome destructive power. It is also a mechanical, fighting, fire-belching idol in the image of the Ork war gods. The machines are served by a living crew of Orks and Gretchins, stoking the boilers and loading the guns in the Gargant's turrets. The construction of a Gargant is in itself an act of god worship, and stands for all that is Orkish.

Eventually the Waa-Ork reaches fever pitch. The Gargants are near completion, and the armies of the warlords have been mustered. When the Gargants are ready, the scaffolding is pulled away and the great boilers are stoked for the first time. A cheer rises as the great beasts belch smoke and move forward. Then the Ork armies go off in all directions, wherever fate and fortune may take them, and war comes to every corner of the galaxy.

ORK SOCIETY

The Ork Household is the basic element in their social and military organisation, and is typically led by the toughest and most respected Ork, known as Da Boss. Several inter-related Households form a Family. The head Household in each Family is at least twice as big as any of the other Households.

An Ork clan includes all the Families and Households which claim descent from one of the original clans of the ancient Ork homeworld. Known clans include the *Goffs*, the *Bad Moon*, the *Death Skull*, the *Evil Sunz*, the *Snake-Bites* and the *Bloody-Axe*.

These clans are now widespread throughout the universe, and wherever Orks are present, one or more of these clans will be represented. Clans are distinguished by their traditional styles of clothing, war-panoply and customs, and include members of the various Ork castes.

A gathering of Ork clans either on a world, or roaming space aboard a hulk, form a tribe. An Ork tribe implies no common links in terms of kinship; it is simply a great horde of Orks including various clans and castes. Such tribes are welded under the leadership of great warlords.

The rank and file of Ork armies are Da Boyz. Their war-

gear is usually a flak jacket adorned with a backplate bearing the insignia of their clan. Ork nobles, called Da Nobz, are wealthy Orks who can afford prestigious war panoply. Nobz can be found in positions of command or in units of their own.

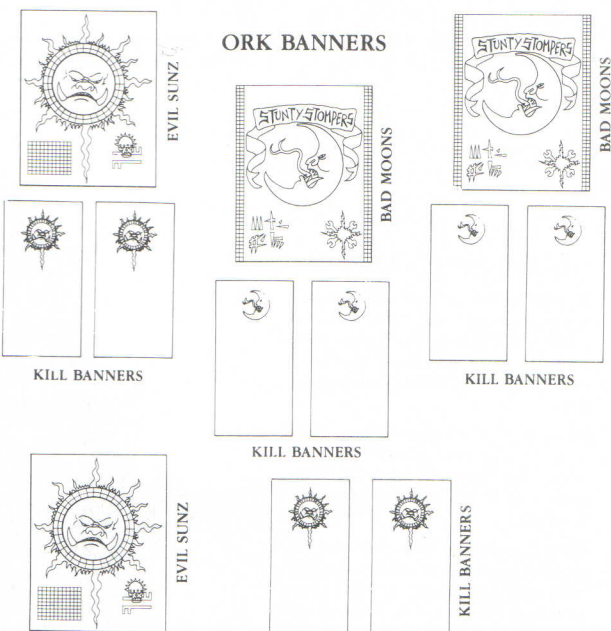
Stormboyz are young Orks full of militaristic fervour. They take a pride in their equipment and believe in strict martial discipline, drill and fighting prowess. They form their own distinct units and aspire to a smart, soldierly appearance; as disapproving elders say, they "go ooman".

Mekboyz are the technical engineers and master mechanics of Ork civilisation. Their understanding of technology is crude, and they are often as mystified as to why their creations should work as anybody else, but work they do. Somehow Mekks have an instinctive talent with mechanics. Inquisitiveness, experimentation and willingness to hammer the parts until they fit are the key to their success. Consequently they construct ingenious and unlikely devices which defy the laws of science and frequently break down. Mekks build and maintain the amazing array of Ork vehicles including Warbikes, Wartraks, Battlewagons, War Buggies and all kinds of ramshackle custom-built karts.

There are a few Orks who are more psychic than the rest, and are known as Wierdboyz. They can act as a focus for the psychic energy of other Orks, which can then be directed against the enemy as destructive spells. When an Ork warband goes into battle, chanting, shouting insults and stamping feet, the psychic pulse builds up and can be unleashed through the Wierdboyz. The unfortunate Wierdboyz don't enjoy this experience much since there is a good chance that the massive surge of psychic energy could literally blast their minds apart.

Snotlings and Gretchins, known as Runtz, are bred and raised by the caste of Runtherdz. Snotlings can be trained to do simple tasks and are used for mine-clearance or massed wave attacks. Snotlings are also a last resort for the Orks when the food runs out.

The most battle-crazed of the Orks are the Madboyz. As soon as they get on the battlefield and hear the thunder of the guns, the chanting and feet-stamping of Da Boyz and the ground being ripped up by shells, they lose all traces of rational thought. Nothing can restrain them - they just want to wade into the fray, biting their weapons and gnashing their fangs in battle-fury.



ORKS

Ork Gargants are remarkable machines, packed full of all manner of machinery. Each one is a stunning piece of engineering, with the multitude of whirring gears, pumping pistons, hissing pipes, clunking levers and thundering boilers seeming to hold together with little more than the Mekaniaks' willpower. It comes as no surprise that only an Ork would ever consider getting inside one, or even getting close to one.

However, there seems to be no shortage of Orks, Gretchins and Snotlings willing to crew these monstrous machines. Indeed, each Gargant depends upon a huge number of Orkoids to remain active, with each one having his own, specific duties to fulfill. The most important members of the crew, the Kaptin and his Mate, the Gunboss, the Flagboss, the Top Gunboy, and the Boss-Mek, are Orks. The rest of the crew, with the exception of the Ork Boyz riding into battle on board the Gargant, are Gretchins and Snotlings. The large number of smaller Orkoids is necessary simply because of the cramped conditions. There are over two dozen Orkoids in command of a single Gargant.

Although on the surface the idea of having such a large crew appears rather strange, it does have a sound basis in reason. Given the insane complexity of a Gargant, it is far too difficult, if not impossible, for less than twenty crewmen to operate it. Ork technology could never be described as easy to use. With so many levers to pull, buttons to press, and wheels to turn simultaneously, a crew of two or three simply wouldn't be able to cope.

GARGANT CREW

A Gargant's crew doesn't wear a uniform as such: they dress in tough leather, hobnail boots, and a thick coat of oil and grease - not very pretty, but very practical. Even so, they are still afforded more respect within the family than most other Orks.

Neither does the crew wear insignia - although on occasions they will bear small badges to indicate which Gargant they belong to. It is more common for Gargant crewmembers to tattoo themselves.

Gunners, for instance, tattoo their arms with personal kill markings - although they cannot be relied upon to be accurate. Indeed, it is not unknown for disputes over the number of kills an Ork has attained to end in the amputation of the arm with the bogus kill markings.

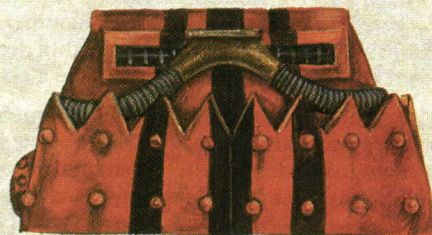


EVIL SUNZ BATTLE BANNER

This battle banner is flown from those Gargants that belong to the Evil Sun clan. The central image is a blood-red Ogryn face grinning out of a sunburst - the clan's totem symbol.

While the central sun motif is common to all Gargants within the clan, the motifs that are added to it show a huge amount of variation. The checkered patch on the left hand-side of the banner for instance, is taken from the personal heraldry of the Kaptin that commands the Gargant, one Morgoth Bonefist, while the symbol on the right is that of the Mekaniak in charge of the Gargant's construction, in this case Kargdor Wrenchskull.

Notice how the banner is adorned with trophies from past victories, like the Ultramarines' banner on the right and Space Marine armour on the pole.



GARGANT HEAD

This Gargant's head clearly shows how an Ork family's warpaint is echoed in the paint scheme of the clan's Gargants. The design of the warpaint in this case - a red face with three vertical black stripes - is the traditional family design of Bolgol Fangtrak, the Mekaniak in charge of the Gargant's construction; the chief Mekaniak's warpaint is most commonly used simply because he is in charge of the painting operation. In many cases however, the Kaptin who takes control of the Gargant has it repainted with the design of his own family's warpaint, especially if he is to be the leader of a Gargant Mob.

Note how the head is modelled into a likeness of the Orks' gods; in fact, each Gargant is treated as an idol by the whole clan. Gargants often take their basic design from a vision that the head Mekaniak had, and they are designed to epitomise Orkishness.

The fact that they enter battle riding within a personification of their god earns a Gargant's crew a tremendous amount of respect within their family. To serve aboard a Gargant is a great honour.



KILL BANNER

Like Imperial Titans, Gargants have kill banners slung beneath each of their guns. After each battle the gun's crew force a Gretchin Rigger to scale the side of the Gargant and paint one skull onto the banner for each of the gun's kills.

Kill banners usually have the clan totem as their central motif, so that the enemy know "whoze gunz is shootin' at 'em!"



MATE

GUNNERS



Each Gunner tattoos his arm with his personal kill markings

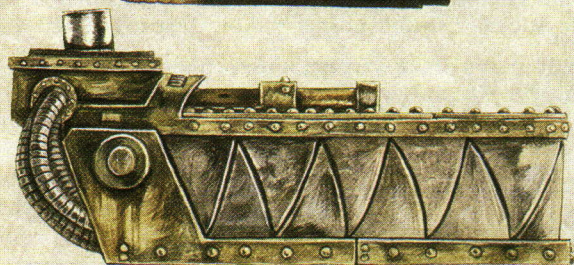
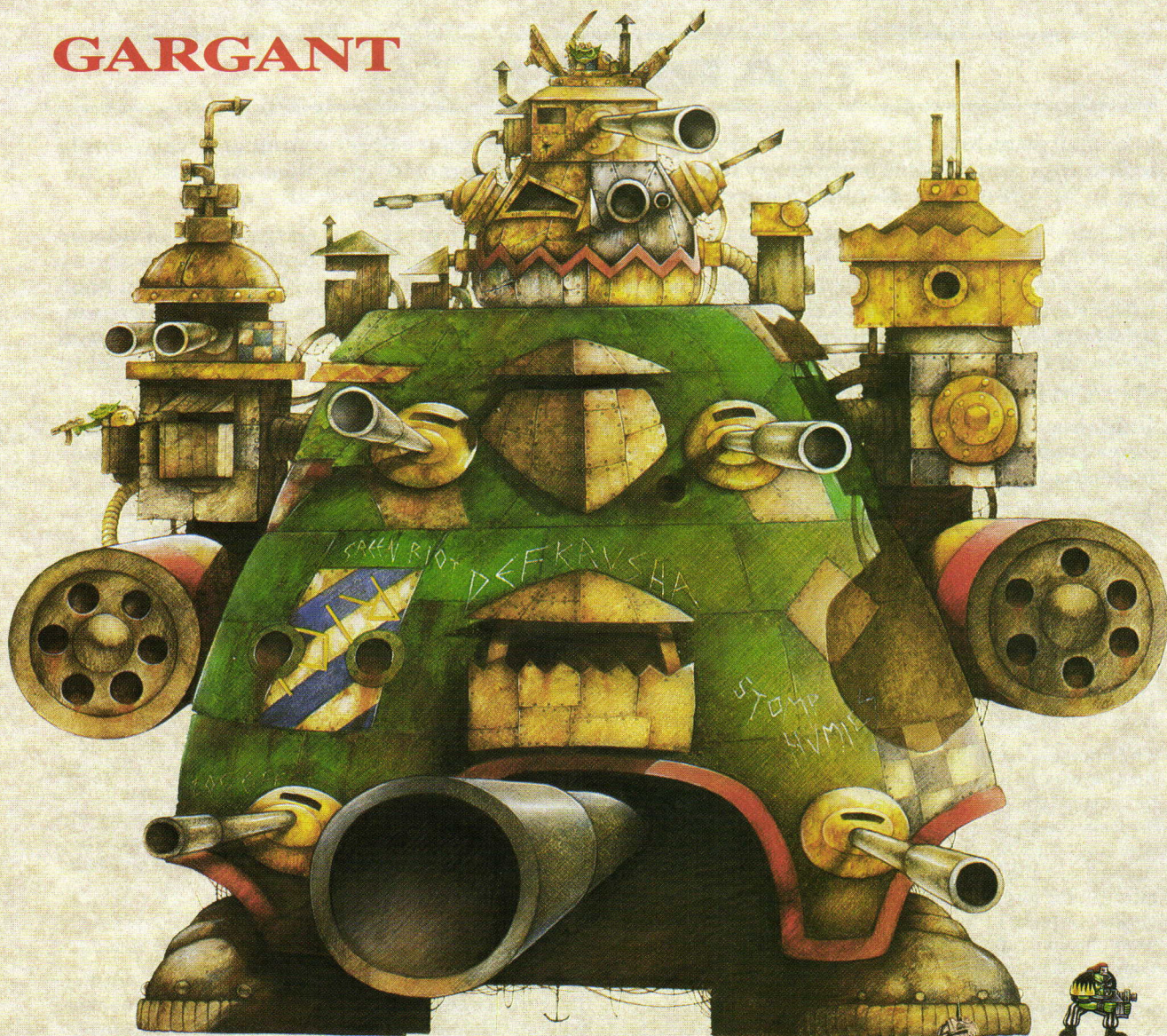
GRETCHIN RIGGER

GRETCHIN RIGGERS

BOSS-MEK

Each Rigger bears the Boss-Mek's brand on his left shoulder

GARGANT



GARGANT SNAPPER

The Snapper is a powerful belly-mounted weapon used to chew the legs off enemy Titans that stray too close: the vicious jaws can easily bring their victim crashing to the ground.

A Gargant's belly mount may also be used to bear the Gut Buster mega-cannon, a huge device capable of firing a wide number of specialised ammunitions.

ORK MOB

Ork Gargants take to the field in Mobs: groups of Gargants up to six in number. The Kaptin of the largest Gargant is given command of the whole Mob and is known as the Mob-Boss. His commands are passed on to the other members of the Mob using semaphore or heliograph signals. Because of this simple method of communication, it is not unknown for the whole chain of command to break down if a single Gargant strays out of range and misinterprets his orders.

The Orks' first solution to this was to 'make bigga flagz, wot can be seen from furva away'. Given that the larger the signalling flags, the more difficult they are to move, this solution didn't prove too successful. Further experiments took place with torches, but these proved dangerous as they set light to the Gargant's banners if they were dropped.

On the whole, the Orks have found that the simplest solution is to stick closer together.



KILL BANNER

The night-black Bad Moon kill banners are unusual in that they mark the gun's normal kills with crossed bones instead of skulls: skulls are reserved for Squat kills, which are deemed to be more important than normal kills.



BAD MOON BANNER

The Bad Moons' banner shows a grimacing moon-face and bears a motto that reveals their animosity towards Squats. In the right hand corner of the banner is the chief Mekaniak's personal motif, while on the left is the Gargant Kaptin's name in runic script - Graglug Grimgadab.

GARGANTS

Like many products of Orkoid military engineering, the Gargant relies on comparatively simple technology and devastatingly heavy firepower, an attitude summed up by Boss-Mek Badlug One-Leg in his oft-quoted dictum "S'gorra be dead shooty, wiv loadza gunz all over."

Orks do not rely on auto-systems to the same extent as other races, and Gargants carry a large crew of both Orks and Gretchins. The crew is led by a Kaptin, who relays orders through a body of officers. A speaking-tube is the preferred method of communication within a Gargant. Each officer is in charge of one section of the Gargant, be it a weapon, the magazine, the engine room, or whatever. Under the officer is a crew of Orks and Gretchins who carry out the orders passed down to them. Repair crews are composed of Gretchins, whose smaller build suits them to crawling through cramped spaces armed with wrenches and oily rags.

Gargants are protected by up to eight banks of *power fields*. In practical terms, a power field is very similar to a void shield, but cannot be repaired - when a hit is absorbed, one field generator is permanently destroyed.

GARGANT MOBS

Gargants operate in flotillas of up to six known as *Mobs*. Each Mob is under the command of a Mob-Boss, whose orders are relayed to the rest of the Mob by means of semaphore or heliograph signals. The Mob-Boss always commands the strongest Gargant in the Mob - given the Orkoid predilection for infighting and assassination, this is a sensible precaution as well as a matter of pride.

The number of Mobs the Ork player has depends on how many Gargants are in his force. If he has 1-6, they will all be in one Mob, if he has 7-12 they will be in two Mobs (one with six Gargants and the other with the rest), and so on. The Boss-Gargant - the Gargant used by the commander of the Boss - must *always* be the one with the highest battle rating in the Mob. In the event of a tie, the Ork player may choose. A force of more than one Mob is known as a *Big Mob*, and is commanded by the Mob-Boss whose Boss-Gargant has the highest battle rating.

MOB COHERENCY

Because commands from the Boss-Gargant are relayed by semaphore and similar primitive signalling systems, a Mob of Gargants needs to stay reasonably close together so that orders are not missed or misinterpreted. Because of this, all Gargants in the Mob should attempt to stay within 24 cm of the Boss-Gargant. A Gargant which is not within 24 cm of the Boss-Gargant in the order phase is *out of command*, and must roll on the *Out of Command Orders Table* (see *Command Radius* in the *Order Phase* section).

DESIGNING GARGANTS

Ork Gargants can be designed using the advanced Titan design system (see *Designing Imperial Titans*) and the details given in this section.

GARGANT WEAPON LOCATIONS

Gargants have five standard hard points; one *belly gun* and four *turrets*. The belly gun is a special weapon location, used to house either a Gut Buster mega-cannon or a Snapper close assault weapon. The turrets are mounted on the arms of the Gargant, with an *upper turret* on the shoulder and a *lower turret* at the end of the arm. In addition to the five standard locations, some Gargants have an additional *head turret*.

WEAPON CONFIGURATION

Orks use the weapon configuration rules as normal. However, Gargants may *never* be fitted with missile mounts, multi-launchers or defence lasers, even if the configuration code for a location would normally allow them to be fitted.

The belly mount of the Gargant houses either a Gut Buster or a Snapper, weapons which are unique to the Orks. These are fully detailed later in this section.

DEVICES

Gargants may never be fitted with devices.

GARGANT DATA TABLE

Variant	Belly Gun	Upper Turrets		Lower Turrets		Head Turret	Power Fields	AR	Battle Rating
		Left	Right	Left	Right				
Smasher	Gut Buster	4/0/D	4/0/D	3/1/C	3/1/C	3/1/A	8	0	1000
Smasher	Gut Buster	4/0/D	4/0/D	3/1/C	3/1/C	none	8	0	900
Crusher	Snapper	4/0/D	4/0/D	3/1/C	3/1/C	3/1/A	8	0	900
Crusher	Snapper	4/0/D	4/0/D	3/1/C	3/1/C	none	8	0	800

Notes

Turret Configurations: the three-digit code for turrets is arranged as follows: the first number is the grade of any *heavy weapons* fitted in the turret; the second number is the grade of any *very heavy weapons* fitted in the turret. The letter tells you which weapons may be fitted; *A* means that any weapon may be fitted; *C* means that no las-cannon or multi-launcher may be fitted; *D* means that no very heavy weapons, missile mounts, las-cannon or multi-launchers may be fitted. *None* indicates that the Gargant does not have that turret. Each turret may only hold one weapon.

Power Fields: the number of operational power field generators at the start of the game.

AR: the Gargant's armour rating.

Battle Rating: the Gargant's battle rating remains the same no matter what weapons are fitted in the turrets.



Sergeant Mishaem gazed at the thin crack of light that was the stormy, dawn skyline. Behind him his Imperial Guards waited for battle, their low conversation drifting up like smoke on the chill, wet air. They were dug in deep and well. The Emperor was with them. And then it started.

At first there was just the sound like an earthquake. Without warning, dust rose along the entire horizon and a new sound reached Mishaem's ears. Unnatural, cries echoed above the rumbling, pained and angered, like the great booming howls of some lost and ancient beast. His blood ran cold.

Specks appeared at the base of the growing cloud and Mishaem raised his field-glasses. Rank after rank of Battlewagons and Warbikes leapt at him like Daemons. He saw the fierce, twisted expressions of the drivers and gunners and imagined the roar of engines as they bucked through the churning, black mud. He shifted his view and gasped. Orcs covered the plain like a living, screaming carpet of hatred.

Banners rose from the mass like a forest. Mishaem swung from face to painted face. He saw the battlelust in every eye. He saw the desperation to kill seething through their ranks like fire.

A terrified shout went up from his men. He lowered the glasses and quailed at what greeted him. He had seen Titans before, but, even at a distance, the Gargants froze his heart. They filled the horizon like mountains. Iron ground on iron with every movement as their weapons searched like silent, patient eyes and strange signal poles waved atop their grinning heads.

A deep, chilling howl broke from the largest Gargant and was taken up by the hundred lumbering war machines. It broke like a wave over the troops and was lifted into a terrible warcry.

As the first salvos fell like rain onto his men, and the Gargants spat death above their murderous servants, Mishaem sank to his knees in the mud. He prayed to the Emperor for deliverance.

But the Gods were at war, riding on thunder as they came.

ROSTER SHEET

A roster sheet must be filled out for each Gargant in the Ork player's force. The roster sheets are not secret, and may be inspected by either player at any time.

Weapons: Note down the weapons mounted in each turret and in the belly. If the Gargant is fitted with a Gut Buster, note down the type of ammunition it is loaded with.

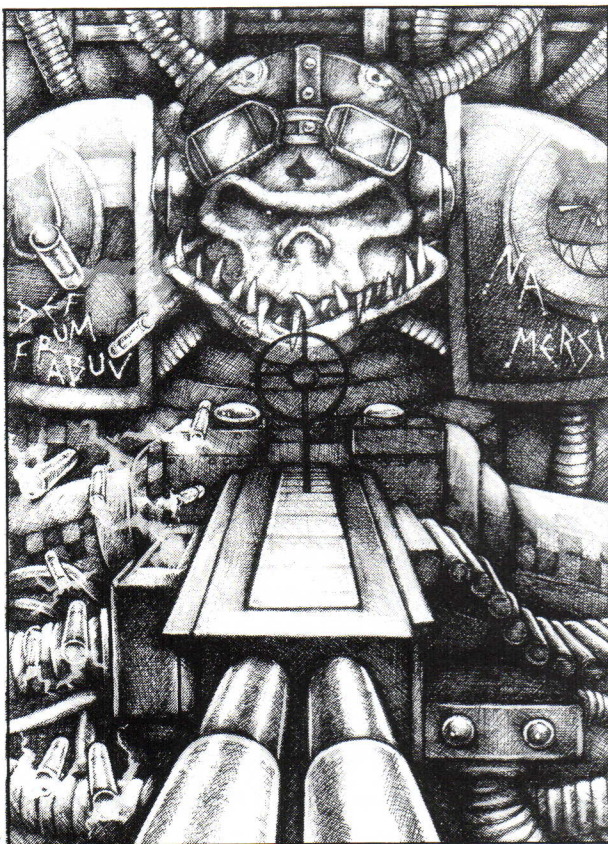
Power Fields: Gargants use power fields in the same way that Human Titans use void shields. The only effective difference is that when a power field is knocked down, it may not be repaired during the battle. This space is used to keep track of the Gargant's current number of power fields.

Crew: The Gargant's crew are represented by officer and crew units. A *crew* unit represents an Ork Mekaniak overseer with a dozen or more Gretchin and Snotling crew. Crew units are: *Stokers* - enjun room crew; *Gunners* - belly gun crew; *Riggers* - repair crews; and *Boyz* - squads of five Ork warriors who ride into battle on the Gargant.

Officer units represent individual Ork officers: the *Kaptin* and his *Mate*; the *Gunboss* and *Flagboss* - the bridge gunnery officer and signals officer; the *Top Gunboy* - the belly gun officer; and the *Boss-Mek* - the chief engineer, the senior Mekaniak on the Gargant.

Officers and crew can be killed as a result of the Gargant suffering damage (see *Gargant Damage Tables*), and they are crossed off the roster sheet as they are killed.

Notes: This space is used to record any special notes, such as the number of fires that are burning in the Gargant.



PREPARING FOR BATTLE

Because Gargants behave in a different way to Titans, there are a few things that must be done before battle can commence.

POWER FIELDS

The power field generators (PFGs) on Gargants are less reliable than the VSGs of Human Titans. The Ork player must roll a D6+2 (ie roll a D6 and add 2 to the score) for each Gargant at the start of the game. The result is the number of operating power fields that the Gargant has, and it should be noted on the roster sheet.

The Boss-Gargant *always* has 8 power fields - part of the reason why the other Gargants may not have a full complement of power fields is that the Mekboyz have been too busy repairing the Boss-Gargant, if they know what's good for them.

SPECIAL AMMUNITION

The *Gut Buster*, which can be fitted to the belly gun mount, has a wide range of ammunition available to it, which is described later in this section. If you are using one or more Gargants armed with the Gut Buster, you must record the available ammunition on the Gargant's roster sheet before the game starts.

SETTING UP

Gargants are slower-moving and less agile than the Titans of other races. To reflect this, the Ork player must set up his force *before* any Imperial or Eldar Titans are set up at the start of the game.

ORDER PHASE

Ork Gargants don't have sophisticated mind impulse units like Human or Eldar Titans. Instead, the Kaptin of the Gargant must rely on bellowing his orders down a speaking tube so that his officers will move the Gargant and fire its weapons as he wishes. Or sometimes not...

To represent this, Gargants don't use the same order counters as Titans. Instead, each Gargant is given *two* Gargant order counters - one for speed, and one for direction. Gargant order counters look like this:



ORDER RESTRICTIONS

A Gargant may not be given a *Backward* order if it moved at full speed in the previous turn, or vice-versa.

COMMAND RADIUS

Boss-Gargants have a *command radius* of 24 cm. A Gargant which is not within 24 cm of its Boss-Gargant in the order phase is said to be *out of command*. It cannot receive orders properly, so its Kaptin must try to guess what the Mob-Boss wants him to do, or do whatever he thinks is best.

A Gargant which is out of command is given orders generated randomly as follows:

OUT OF COMMAND ORDERS			
Roll a D6 for <i>each</i> order counter.			
D6	Direction	D6	Speed
1	Ahead	1	Stop
2	Port	2	Stop
3	Starboard	3	Battle Speed
4-6	Player's choice	4-6	Player's choice

For example, a Gargant which is out of command rolls 3 for its direction order and 4 for its speed order. It *must* be given a starboard direction order counter, but can be given any speed order counter the player chooses.

MOVEMENT PHASE

Gargants always move in the advance segment of the movement phase, before any Imperial or Eldar Titans with advance orders are moved.

A Gargant's move distance depends on its speed order counter, and the number of turns it can make depends on its direction order counter. It also affects the accuracy of the Gargant's gunnery - the faster it moves, the more pronounced its waddling gait becomes, until at full speed it is rolling wildly from side to side, making it very difficult to hold a line on a target.

The difficulty the Gargant has in firing is reflected in the *Modifier To Hit* column of the *Gargant Orders* table.

The Gargant's speed does not affect how many turns it can make, and a Gargant may turn even if it has stop orders. The *first* turn a Gargant makes may be made at any time during its move; the second may *only* be made at the *end* of the move.

Gargants may decide not to turn, even if they have port or starboard direction orders, but they may *only* turn in the direction indicated by their orders.

GARGANT ORDERS			
Speed	Min Move	Max Move	Modifier To Hit
Full Speed	11 cm	15 cm	-2
Battle Speed	1 cm	10 cm	-1
Stop	0 cm	0 cm	0
Backward	1 cm	3 cm	-1
Note that a Gargant may not move less than its <i>minimum move</i> distance.			
Direction	Number of Turns		
Port	Up to 2 x 45° turns, left only		
Starboard	Up to 2 x 45° turns, right only		
Ahead	No turns allowed		



OVERRUNS AND COLLISIONS

Gargants may come into collision with various things during the movement phase, intentionally or otherwise.

OVERRUNS

A Gargant may overrun a vehicle or infantry stand by moving over it at any time during its move. A vehicle or infantry stand which is overrun by a Gargant is automatically destroyed, with no saving throw.

COLLISIONS

A Gargant that collides with an obstacle (such as a building) must stop moving. The collision may also damage the Gargant, as shown on the table below:

GARGANT COLLISIONS		
Speed	PFGs Intact	All PFGs Gone
Reverse or Battle	Gargant loses 1 power field	Roll once on the <i>Gargant Minor Damage Table</i>
Full Speed	Gargant loses 2 power fields	Roll twice on the <i>Gargant Minor Damage Table</i>

RAMS

Gargants may be rammed by vehicles, using the rules for ramming Titans in the *Space Marine* rulebook. The ramming table is slightly different for Gargants.

GARGANT RAMS	
Roll	Result
Gargant rolls higher	Vehicle Destroyed Gargant suffers no damage
Draw	Vehicle Destroyed Gargant suffers no damage
Vehicle rolls Higher	Vehicle Destroyed Gargant rolls once on the <i>Gargant Minor Damage Table</i>

REPAIR PHASE

Gargants are miracles of mechanical ingenuity, packed with cables and pulleys, whirring cogs and gears, wheezing pipes, dials, levers, stopcocks, gauges and no end of other improbable mechanical devices that seem to work simply through the blind faith of their Mekboy inventors. No two Gargants are alike - each Mekaniak gives his own character to the devices he builds and only he truly understands their contorted inner workings. And although every Mekaniak believes it's better to bolt something together than to screw it together (and better still to weld it solid) pipes, pulleys and gears are still shaken loose in the heat of the battle.

For this reason, inside every Gargant there are teams of Gretchins and Snotlings armed with oily rags, wrenches and other assorted tools, crawling frantically through cramped spaces to plug leaks and carry out makeshift repairs. Under the stern supervision of a Mekaniak overseer, these Gretchin and Snotling *Riggers* struggle through dense smoke, noxious fumes and flying shrapnel, risking life and limb to keep their Gargant moving and firing.

Each Rigger unit may attempt to repair *one* damaged system during the repair phase. The Ork player may allot units of Riggers to damaged systems as he likes, and any number of Rigger units may work on the same damaged system. A D6 repair roll is made for each unit rather than for each

system; there are no modifiers to the roll, and a roll of 6 indicates that the system has been repaired. All other results have no effect.

Note that power fields cannot be repaired - when a power field has absorbed a hit, its generator is burnt out for the rest of the battle.

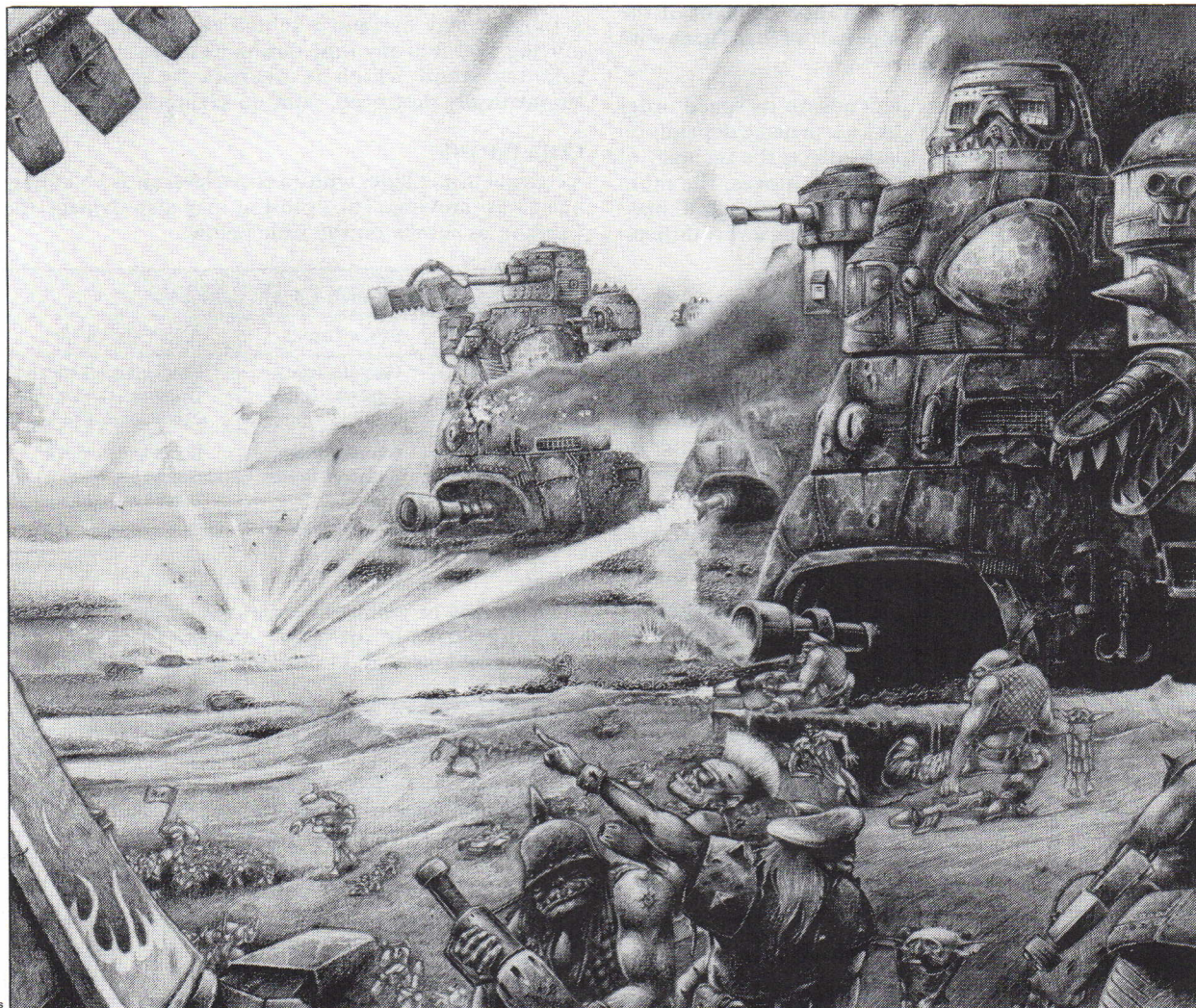
Note that you can only use as many units of Riggers as you actually have, and remember to cross them off the Gargant roster sheet as they are killed. If a Gargant has lost all its Riggers, no further repair rolls may be made (though Boyz units may still fight fires).

FIRES

Some damage results will cause fires inside the Gargant. Only Riggers and Boyz may be used to fight fires. Crew units that fight fires may not do anything else (such as shooting or attempting repairs) in the same turn.

Roll a D6 for each crew unit that is fire fighting. On a roll of 6, one fire is put out. Any other roll has no effect.

If any fires are still burning at the end of the repair phase, roll a D6. If the result is more than the number of fires still burning, the crew have at least managed to prevent them from spreading. If not, the fires have spread with disastrous results - roll a D6 on the *Gargant Catastrophic Damage Table*.



Gargant Mob smashes through Imperial lines

COMBAT PHASE

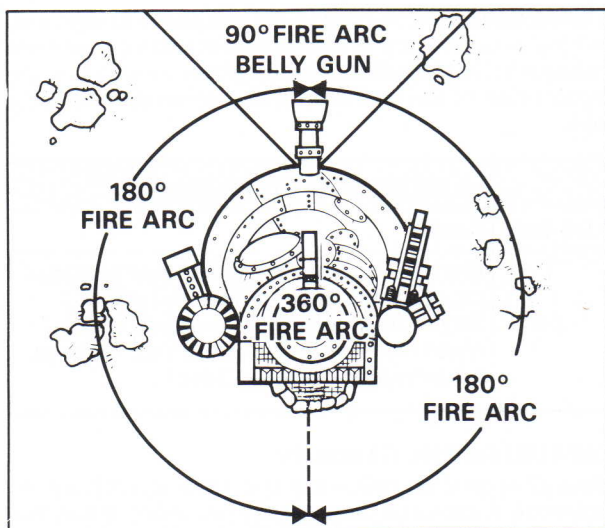
Gargants behave just like Titans in the combat phase, except for the following points:

FIRING ORDER

Gargants *always* fire in the advance segment of the combat phase. They may never snap fire - it takes too long for orders to be relayed from the Kaptin to the gun crews.

TARGETING

Fire arcs for the various locations are shown on the diagram below. The belly gun has a 90° forward fire arc, and the turrets have a 180° fire arc covering the side upon which they are mounted. The head turret, if used, has a 360° fire arc.



POWER FIELD GENERATORS

A power field will stop one hit, just like a void shield. However, the power field generator is destroyed when a hit is stopped, and so each power field will only ever stop one hit - they cannot be repaired like void shields.

NEW WEAPONS

The Gargant's belly gun location may be used to mount one of two new weapons, the Gut Buster mega-cannon or the Snapper close assault weapon. These are fully detailed in the *Belly Gun* section.

CLOSE COMBAT

Ork Titans can choose any close combat option except Phase Field Generator. However, they may never make more than two 45° turns, regardless of what the close combat option card says.

Gargants with one leg destroyed may only choose All-Out Attack, Attack, Defend or Side-Step options. Those with both legs destroyed may only choose All-Out Attack, Attack or Defend.

DAMAGE

Damage to Gargants is *always* worked out using the *Epic Battle Damage System*. Roll for the level of damage as normal, and use the appropriate *Gargant Damage Table*.

"Enjun room!" Dumbadd screamed. "Wot 'appened to full zoggin' speed a zoggin' hed?! If yoo don't git your fingers out, the Kaptin an'me'll be down on yoo like a ton weight!"

Immediately, a ton of boiler housing dropped from the ceiling onto Dumbadd's head. "Kaptin musta bin narked with Dumbadd," said Second Mate Krazz turning to shout at his boyz.

CASUALTIES

The death of officer and crew units affect the functioning of the Gargant. The effects of casualties are as follows:

OFFICER CASUALTIES

Boss-Mek Killed: Roll a D6 at the start of each orders phase. On a roll of 1, the Gargant must use the same orders as last turn.

Top Gunboy Killed: Roll a D6 each combat phase. On a roll of 1, the Gargant may not use its belly gun that turn.

Mate Killed: This hit has no special effect, but see the *Kaptin Killed* result below.

Kaptin Killed on Boss-Gargant: The Boss-Gargant may not be given any orders until the Kaptin is replaced (see below), and all other Gargants in the Mob count as being *out of command*.

Kaptin Killed on other Gargant: The Gargant may not be given any orders until the Kaptin is replaced (see below).

Gunboss Killed: The Gunners are without leadership, and start to use their initiative. Weapons must be fired at the target with the highest battle rating that is within short range of the weapon and can be affected by it. If no targets are at short range, weapons must be fired at the target with the highest battle rating that is within long range of the weapon and can be affected by it. If the Gargant is in close combat, it must fire all of its weapons at its attackers, as normal.

Flagboss Killed on Boss-Gargant: All other Gargants in the Mob count as being *out of command*.

Flagboss Killed on other Gargant: The Gargant counts as being *out of command*, even if it is within 24cm of the Boss-Gargant.

REPLACING THE KAPTIN

When the Kaptin is killed, the Mate may replace him in the next repair phase. If the Mate is already dead, the Kaptin cannot be replaced, and the effects noted above are permanent. The same applies if the Mate replaces the Kaptin and is subsequently killed himself.

CREW CASUALTIES

Belly Gun: If there is only one unit of Gunners left, the gun suffers a -1 modifier to hit. If no units of Gunners are left, the gun may not be fired.

Enjun Room: If there is only one unit of Stokers left, the Gargant may not move at full speed. If all units of Stokers are killed, the Gargant may not move or turn for the rest of the battle.

Riggers: Dead units of Riggers cannot be used to fight fires or make repairs.

Boyz: Dead units of Boyz cannot be used to fire bolters or fight fires.

INFANTRY UNITS

One of the differences between Gargants and Titans is that Gargants can carry infantry units. These are normal Ork infantry who clamber about on the outside of the Gargant, taking up precarious firing positions and adding their bolters to the Gargant's anti-personnel firepower. It is also possible for enemy infantry to board a stationary Gargant and try to seize control of it.

FIRING

The units of Boyz on the Gargant roster sheet are armed with bolters, which they may fire at enemy infantry and light vehicles outside the Gargant. Firing is dealt with according to the normal *Space Marine* infantry rules, and takes place in the advance segment of the combat phase. Each unit of Boyz is treated just like a normal Ork Boyz infantry stand. Because they change position from turn to turn, moving to new vantage points, they have a 360° arc of fire and may trace their LOS from any point on the Gargant.

Enemy infantry stands and vehicles may fire their small arms (and *only* small arms - other weapons must be fired at the Gargant itself) at the Gargant's infantry. Roll to hit as normal, counting the infantry as being in hard cover, with a save of 5+.

EMBARKING AND DISEMBARKING

The units of Boyz attached to a Gargant may disembark in the movement phase if the Gargant has stop orders *and* does not turn, or if the Gargant's legs are destroyed. They fight as a detachment in their own right, and are always *out of command*, since the officers are all needed to stay with the Gargant.

Similarly, Ork infantry units may embark on a Gargant under the same circumstances, provided that the Gargant's *infantry occupation limit* is not exceeded. Once on board, they are treated as normal Gargant infantry units.

INFANTRY OCCUPATION LIMITS

No more than *six* infantry units from any side may occupy a Gargant at any time.

BOARDING ACTIONS

Gargants with one or both legs destroyed can be boarded by enemy infantry. Treat this as an assault on a building, according to the normal *Space Marine* rules. Up to six stands may board the Gargant. Gargant crews have the following close assault factors:

GARGANT CREW ASSAULT FACTORS		
Crew Unit	CAF	Save
Boyz	+1	5+
Stokers ¹	+1	6+
Shooters ²	+1	6+
Riggers	-1	None
Bridge Officers ³	Special	5+
Notes 1. Stokers have their CAF reduced by -1 if the Boss-Mek is killed. 2. Shooters have their CAF reduced by -1 if the Chief Shooter is dead. 3. The bridge officers are treated as one unit, with a CAF of +1 per officer still alive on the bridge.		

If there are more crew units than attacking stands, any spare units may do *one* of the following:

- help 'gang up' on the boarding parties
- fight fires
- operate the belly gun (belly gun crew only)
- fire the magazine (bridge officers only; see below)

Any turrets may fire as normal while the boarding action is taking place. The belly gun may only fire if its crew are not taking part in close combat.

FIRING THE MAGAZINE

When all seems lost, a Gargant's officers may *fire the magazine*, rigging the Gargant to explode so that it cannot be captured - and, with luck, take a few of the attackers with it.

The magazine may be fired in the end phase of any turn, as long as at least one bridge officer is still alive and not engaged in close combat. The Ork player rolls a D6 in the repair phase of the next turn, and consults the following table:

FIRING THE MAGAZINE	
D6 Roll	Result
1	Fire out - Gargant does not explode. Magazine may be fired again in next end phase.
2-6	Magazine explodes - Gargant suffers a <i>Magazine Explosion</i> result (see <i>Gargant Catastrophic Damage Table</i>).

CAPTURING THE GARGANT

Once all of the crew units are killed, the Gargant has been *captured*. A captured Gargant may not move or fire, but is considered to be occupied by the victorious attackers in the same way as a captured building. They may perform any of the following actions:

- fire from the Gargant in the same way as its original infantry crew, using small arms only
- fight fires (which carry on burning as normal)
- fire the magazine (command stands only)
- leave the Gargant (as leaving a building)

A captured Gargant may be attacked as normal by Titans, vehicles, infantry and other Gargants. Any crew casualties will be randomly distributed amongst any stands that are inside.

Ork infantry stands may attempt to board captured Gargants in order to recapture them, using the normal boarding rules above. A recaptured Gargant may still not move or fire any weapons.

The wind was fierce atop the Stuntscruncher's wide head. Kaptin Hargluk grimaced into the gusts as he studied the distant city-walls. Big. Thick. Tall. He lowered the telescope and assessed the Armour division encamped at the Gargant's feet in the closing dusk. Crowds of Orks circled the twenty huge fires that lay scattered like fallen coals. The miniature vehicles massed darkly nearby. Hargluk squinted at the city one last time then lifted a speaking tube. "Slugbag!" he shouted. "Get 'er started!" He grinned. "We're goin' in!"



Gargant armed with Gut Buster following a horde of vehicle-mounted Boyz into battle

BELLY GUN

The belly gun is a special weapon location, which holds either a *gut buster mega-cannon*, or a *snapper close assault weapon*.

Attacks made with belly-mounted weapons are treated as a separate volley when working out any damage, even if the Gargant attacks the same target with other weapons.

GUT BUSTER

The gut buster is an immense cannon, larger even than a macro-cannon. It is capable of firing an array of specialised ammunitions, which are fully detailed below.

At the start of the game, each Gargant's gut buster is loaded with one shot of the player's choice. Note the ammunition type on the Gargant roster sheet. After firing, it takes a full turn to reload, and may not fire in the next combat phase.

When the gut buster fires, the player crosses out the ammunition note on the roster sheet. In the next combat phase, the gut buster is reloading - the player writes down the ammunition type for the next shot. In the third combat phase, the gut buster fires and the ammunition note is crossed out, and so on.

A player may choose gut buster ammunition freely, each time the gun is reloaded.

Gut buster ammunition types are as follows. Full game statistics are given in the *Gut Buster Ammunition Table*.

AIRBURST

Airburst shells have a burst circle with a diameter of 12 cm - a template is provided at the back of this book. Due to the large area of effect, ignore any modifiers to hit for Eldar defensive screens, except that evade orders modify the roll to hit as normal.



SHELL

Shells are larger-scale version of macro-cannon rounds, and are treated identically *unless* the target is a Titan with no operating void shields, a Gargant with no operating power fields, or a building. In this case, the shell loses its burst effect, but causes D6 critical hits on a successful hit, as it will have exploded partially inside the target.

BALL

Ball rounds are like immense cannonballs, but have an explosive charge which detonates a short time after impact.

The Ork player must nominate a target point where the ball will land, following the normal rules for range, LOS and arc of fire. The ball will skid along 3D6 cm from this point, in a straight line drawn from the Gargant to the point where it landed. If it skids over any vehicles or infantry stands, it will destroy them on roll of 4 or more on a D6, with no save.

Once it reaches the end of this skid-path, the ball explodes, scattering casing fragments over the area covered by a burst template.

The skidding ball will travel through any void shields or power fields in its path without knocking them down - it is travelling too slowly for them to have any effect. It will stop if it collides with a building, Titan or Gargant or anything else comparably solid and sturdy.

If the ball finishes its move actually on a Titan's base, it ignores any void shields the Titan may have, as it explodes inside them.

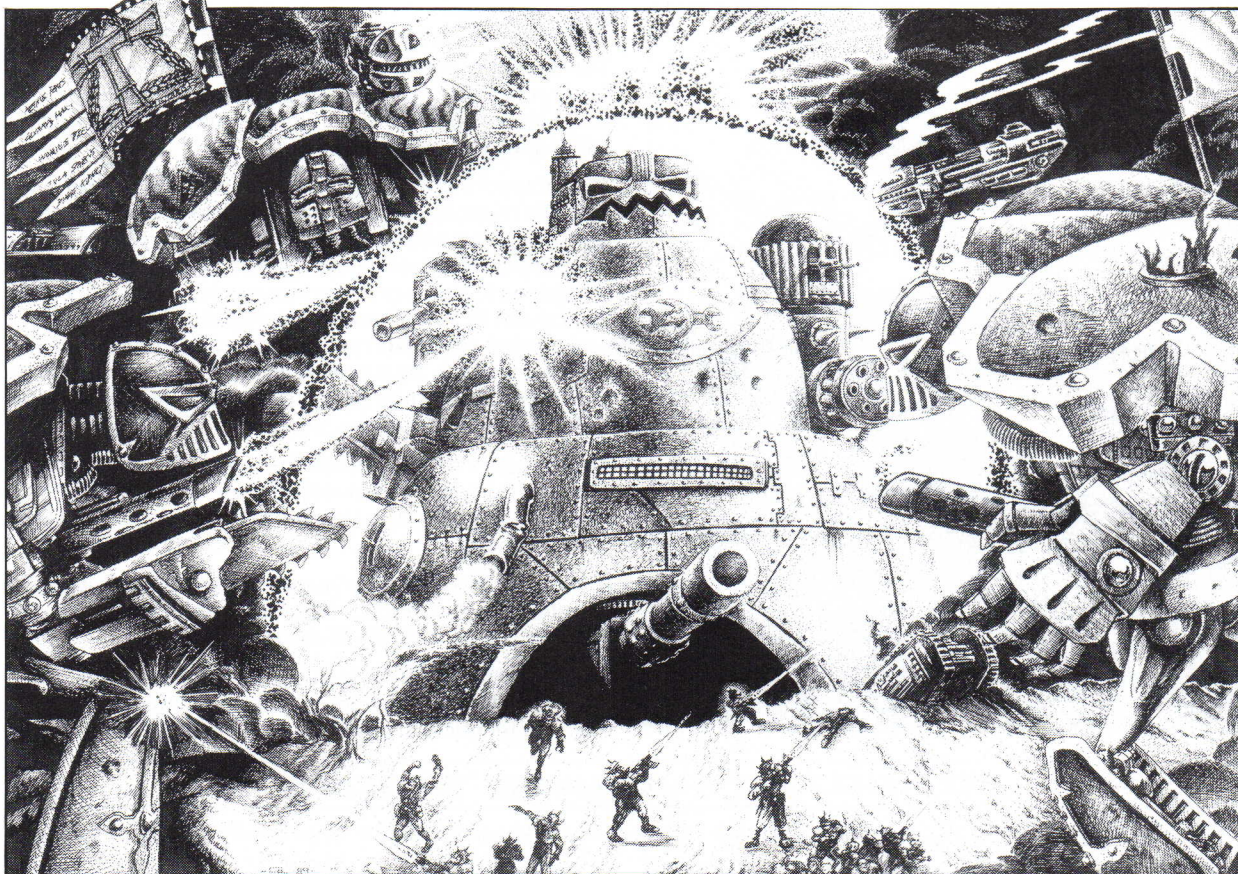
HOTSHOT

Hotshot is a special form of ball ammunition, which is heated till it is red-hot before it is fired. It does not carry an explosive charge (for obvious reasons!), so it will not explode when it finishes its skid move. Otherwise, it behaves in exactly the same way as a ball round. It has no effect on Imperial or Eldar Titans, but will damage a Gargant normally, and start one fire in addition to any other damage it inflicts. The hotshot is usually only found in inter-clan disputes therefore, since it is only effective against other Gargants.

CHAINSHOT

Chainshot consists of two or more medium-sized projectiles linked together by heavy chains. When it is fired, the chainshot spreads out and spins like a bolas; it is used almost exclusively for entangling the legs of Human and Eldar Titans. Chainshot causes no damage to Gargants, buildings or Human Titans with operational void shields; it is not a damaging weapon as such, and its effect relies on its entangling action. It will not even knock down a void shield. When chainshot scores a successful hit against an Eldar Titan or an unshielded Human Titan, it wraps itself around the target's legs, bringing the Titan crashing to the ground. The target suffers a *Crash* result (see *Catastrophic Damage Table* in *Epic Battle Damage System*).

Gunboy Blagmuk searched the lurching horizon through the battle-smoke, sweeping the crosshairs above the sea of Boyz charging before the Crushcruncher's unstoppable shadow. Behind him a Chainshot had tangled in the Hotshot mechanism and Riggers dashed to cool it before it was dislodged. There were screams as the Hotshot burst free and bowled through the rear bulkhead with a deafening explosion. Blagmuk didn't notice. He centred the gunsight on the approaching Titan's head. And squeezed.



GRAPESHOT

Grapeshot consists of a large number of small projectiles packed together. When fired, grapeshot spreads out over a wide area, affecting anything which is caught in the blast.

Grapeshot has a special triangular template, which is provided in the back of this book. When Grapeshot is fired, place the narrow end of the template at the muzzle of the gut buster. All targets that fall under the template are attacked, just as if they were under a burst template.

GUT BUSTER AMMUNITION TABLE			
VEHICLE AND TITAN TARGETS			
Ammunition	Range	To Hit Roll	Critical Hit Roll
Airburst	72cm	3+(B)	4+
Shell	72cm	3+	3+
Ball	36cm	3+(B)	3+
Hotshot	36cm	3+	3+
Chainshot	24cm	6+	see above
Grapeshot	see above	6+	6+
INFANTRY TARGETS			
Ammunition	Range	To Hit Roll	Saving Throw Modifier
Airburst	72cm	4+(B)	-1
Shell	72cm	4+	-2
Ball	36cm	4+(B)	-2
Hotshot	36cm	see above	no save
Chainshot	see above	see above	see above
Grapeshot	see above	3+	-2

The Titans were moving in on the Smashthrasher like wolves.

"Load! Load an' fire!" Draknash screamed to the Belly Gun.

No answer. There was a dull whoomp as another generator exploded far beneath him. Outside a Warhound began a dash over the boiling ground. Scrambling through the smoke and frantic Snotlings, Draknash leapt to a speaking tube. "Take it out! Zoggin' well take it out!"

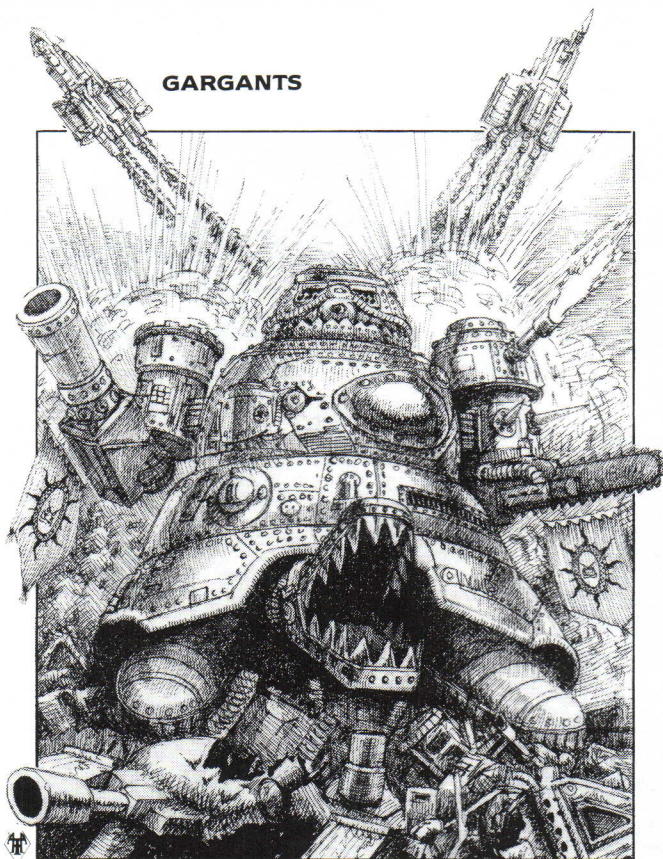
The Warhound tried to weave but the gunners found their mark with a punishing burst of fire. The Titan lurched drunkenly as shield after shield went down.

"Thas my Boyz!" yelled Draknash but was suddenly thrown across the smoke-filled Bridge as a Melta hit thundered through the Gargant. The turret was gone. The Titans surrounded the dying machine, picking off the suicide squads with calm precision. They could take their time now. The last power field spat and flared. It blossomed and was lost. Fire roared out of every vent, sending Riggers tumbling from their posts. Draknash saw the end was only moments away. Wiping the blood from his eyes he lifted a tube.

"Lissen to me you Boyz!" He stumbled as another volley shredded the bulkheads. "We is da Bad Moonz! An' da Bad Moonz never looze! We winz or we runz! An' we ain't doin' no runnin'!" He gave his last order, "Fire the magazines, Boyz... We're takin' 'em wiv us..!"

He watched the Titans advancing grimly through the explosions. "Thas it you little zoggers...Da Bad Moonz got a surprise for you..."

GARGANTS



SNAPPER

The Snapper is a special close assault weapon, which is really two weapons in one. It consists of a pair of spiked metal jaws, used in close combat, together with a large melta-gun with a limited range.

The Snapper's jaws are powerful enough to bite through even the reinforced metal hides of Titans, amputating legs amid a mighty twisting and rending of steel struts and arcing of severed power cables. Against vehicles and infantry, the Snapper's melta is used, a weapon capable of reducing Land Raiders and Rhinos to pools of molten slag, and of instantly incinerating any infantrymen brave enough to charge the Gargant head-on. Such spectacular and noisy effects make these weapons much beloved of Ork Kaptins and the Mekaniaks who construct them.

The Snapper can be used as a close combat weapon against Titans or Gargants, or as a ranged weapon against any type of target. It may not be used in both roles in the same combat phase.

If a Snapper hits a Titan or Gargant in close combat, it causes an automatic *Crash* result (see the *Catastrophic Damage Table* in the *Epic Battle Damage System*).

The Snapper may be used as a ranged weapon if it is not used as a close combat weapon in the same turn. In this role, it is identical in all respects to a grade 6 multi-melta.

GARGANT DAMAGE TABLES

These tables are used with the *Epic Battle Damage System*. All attacks against Gargants are resolved using this system.

MINOR DAMAGE TABLE	
D6 Roll	Result
1-3	Crew Casualty - One crew unit is killed. Determine randomly using the D6 rolls marked on the Gargant roster sheet.
4	Officer Casualty - One officer and one crew are killed. Determine randomly using the D6 rolls marked on the Gargant roster sheet.
5-6	Fire in the Hold! - One fire is started.

CATASTROPHIC DAMAGE TABLE									
D6 Roll	Result								
1-3	Internal Explosions - Explosions rake the interior of the Gargant, wiping out the crew and officers, and starting numerous fires. The Gargant may not move or fire for the remainder of the game, and may not be boarded by stands from either side. Any LOS traced across the Gargant or its base will be blocked by the clouds of smoke pouring from the monster. Roll a D6 each repair phase and refer to the table below. <table> <tr> <th>D6</th><th>Result</th></tr> <tr> <td>1-2</td><td>Fires Out - the Gargant blocks the LOS normally.</td></tr> <tr> <td>3-5</td><td>Fires Continue - no change</td></tr> <tr> <td>6</td><td>Magazine Explodes - see below.</td></tr> </table>	D6	Result	1-2	Fires Out - the Gargant blocks the LOS normally.	3-5	Fires Continue - no change	6	Magazine Explodes - see below.
D6	Result								
1-2	Fires Out - the Gargant blocks the LOS normally.								
3-5	Fires Continue - no change								
6	Magazine Explodes - see below.								
4-6	Magazine Explosion - The Gargant's magazine explodes, completely destroying the Gargant and killing everybody on board. Any units within 6 cm of the Gargant will be hit by the explosion on a roll of 4+ (no modifiers). Any units that are hit must roll for damage as if hit by a macro-cannon.								

MAJOR DAMAGE TABLE	
D6 Roll	Result
1-2	Weapon Mount Destroyed - One weapon mount is destroyed. Dice randomly for which weapon mount is hit, using the D6 rolls marked on the Gargant roster sheet. Reroll results of 1 if the Gargant does not have a head turret. Once the location has been determined, roll again. On a roll of 1, the explosion causes a <i>flashback</i> to the magazine and the Gargant suffers a <i>Magazine Explosion</i> result (see <i>Catastrophic Damage Table</i>). If the mount is already destroyed, this result starts one fire, with no chance of flashback.
3	Leg Destroyed - One of the Gargant's legs is destroyed, and it may no longer move, but it can turn in place. A second <i>Leg Destroyed</i> result will hit the other leg, and the Gargant will be unable to move or turn. Any further <i>Leg Destroyed</i> results cause D6 crew casualties instead.
4	Enjun Room Out - The Boss-Mek and one unit of Stokers are killed. The Gargant may not move or turn until the Enjun Room is <i>repaired</i>. Further hits before the location is repaired will cause one additional unit of Stokers and start one fire.
5	Belly Gun Out - The Top Gunboy and one unit of Gunners are killed. On a roll of 1 on a D6 the explosion causes a <i>flashback</i> to the magazine and the Gargant suffers a <i>Magazine Explosion</i> (see the <i>Catastrophic Damage Table</i>). The belly gun may not fire until it is repaired. Further hits before the location is repaired will cause one additional Gunners casualty and start one fire.
6	Bridge Out - All of the personnel on the bridge are killed. Further hits will start one fire.

ORKOIDS

The Orkish race is savage and brutal, and relish in war. Orks themselves are a warrior elite who lord it over their smaller cousins, Gretchins and Snotlings. Orks dominate their society because they are the biggest, toughest and meanest. Orks are muscular and robust, and a typical specimen stands about man height, but would be taller if he stood up straight. Gretchin are smaller and less developed, but they have alert and cunning minds. By nature they are cheerful, furtive, sneaky and fatalistic. Most Gretchins are owned by Ork masters as personal servants and the Orks depend on them for most of the day-to-day running of their society. The smallest Orkoids, Snotlings, are mischievous and wilful but can be trained to do various tasks. Their main role in Ork society is harvesting Squiggly beasts and fungus for food.

ORK REALMS

As a result of the erratic progress of Ork space travel, and their urge to seek adventure wherever it may take them, Ork communities tend to be scattered throughout the universe. They travel in warfleets of hijacked space hulks, patched up and made airtight by simple power-field technology.

Each community considers itself to be either a tribe or a confederation of tribes united temporarily under a great warlord. A tribe may be wandering in space, settled on a planet, isolated from other races or at war. Every tribe will include a motley collection of Ork clans and castes.

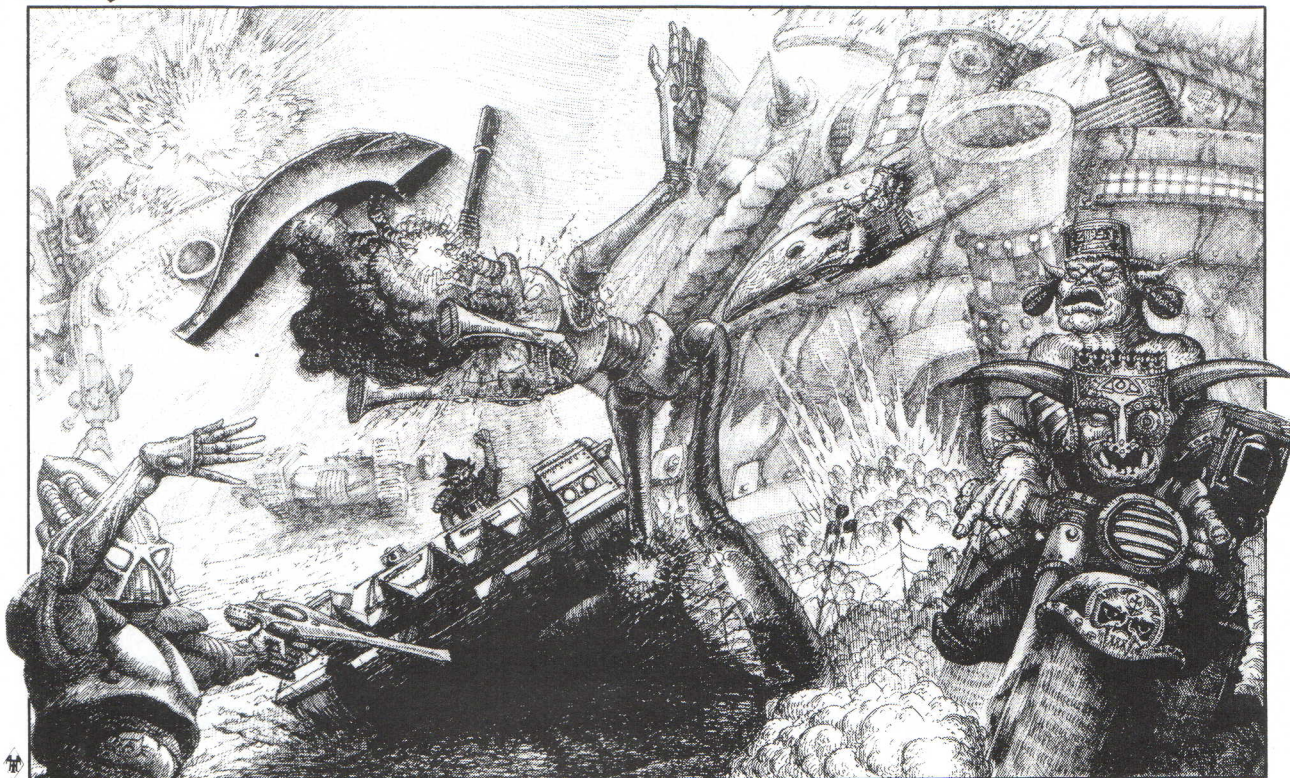
Orks are a very successful race, and they seem to be able to survive, expand and prosper almost effortlessly compared to struggling humanity. On the whole, they have a more pragmatic attitude to life than many other races, and seem better able to cope with the realities of a harsh universe. The secret is that they just don't care. Orks simply follow the natural life they were intended for: wild adventure, warfare, raiding and early death. Their remarkable progress has been achieved mostly by trial and error, without pausing to count the cost or question the meaning of it all.

CONQUEST AND TRIBUTE

Orks need a regular supply of armaments and technology if they are to stand up to their enemies. The Meks do a good job, but its not enough on its own. The only solution is to conquer and enslave industrial communities, mount raids or exact tribute. Often this will be an arms-length transaction with Ork space hulks turning up periodically to demand goods. Sometimes a planet will be subjected to occupation, with the Orks ruling it as an uncouth warrior aristocracy and forcing the population to manufacture arms and equipment for them.

BUILDING GARGANTS

Ork raids are a constant hazard for all the intelligent races of the galaxy. Every two or three centuries the frequency of raiding increases, closely followed by Ork invasion and wars of conquest. This is known as the time of Waa-Ork. It is the root cause of Ork migrations and responsible for the rise of great empires. The focal point of the Waa-Ork is the construction of the mighty Ork Titans, known as Gargants.





ORKS

Ork Gargants are remarkable machines, packed full of all manner of machinery. Each one is a stunning piece of engineering, with the multitude of whirling gears, pumping pistons, hissing pipes, clunking levers and thundering boilers seeming to hold together with little more than the Mekaniaks' willpower. It comes as no surprise that only an Ork would ever consider getting inside one, or even getting close to one.

However, there seems to be no shortage of Orks, Gretchins and Snotlings willing to crew these monstrous machines. Indeed, each Gargant depends upon a huge number of Orkoids to remain active, with each one having his own, specific duties to fulfill. The most important members of the crew, the Kaptin and his Mate, the Gunboss, the Flagboss, the Top Gunboy, and the Boss-Mek, are Orks. The rest of the crew, with the exception of the Ork Boyz riding into battle on board the Gargant, are Gretchins and Snotlings. The large number of smaller Orkoids is necessary simply because of the cramped conditions. There are over two dozen Orkoids in command of a single Gargant.

Although on the surface the idea of having such a large crew appears rather strange, it does have a sound basis in reason. Given the insane complexity of a Gargant, it is far too difficult, if not impossible, for less than twenty crewmen to operate it. Ork technology could never be described as easy to use. With so many levers to pull, buttons to press, and wheels to turn simultaneously, a crew of two or three simply wouldn't be able to cope.

GARGANT CREW

A Gargant's crew doesn't wear a uniform as such: they dress in tough leather, hobnail boots, and a thick coat of oil and grease - not very pretty, but very practical. Even so, they are still afforded more respect within the family than most other Orks.

Neither does the crew wear insignia - although on occasions they will bear small badges to indicate which Gargant they belong to. It is more common for Gargant crewmembers to tattoo themselves.

Gunners, for instance, tattoo their arms with personal kill markings - although they cannot be relied upon to be accurate. Indeed, it is not unknown for disputes over the number of kills an Ork has attained to end in the amputation of the arm with the bogus kill markings.

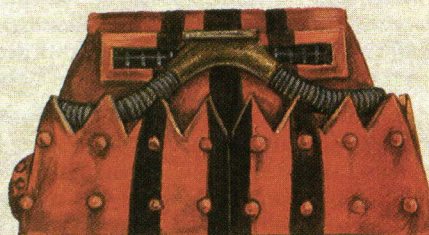


EVIL SUNZ BATTLE BANNER

This battle banner is flown from those Gargants that belong to the Evil Sun clan. The central image is a blood-red Ogryn face grinning out of a sunburst - the clan's totem symbol.

While the central sun motif is common to all Gargants within the clan, the motifs that are added to it show a huge amount of variation. The checkered patch on the left hand-side of the banner for instance, is taken from the personal heraldry of the Kaptin that commands the Gargant, one Morgoth Bonefist, while the symbol on the right is that of the Mekaniak in charge of the Gargant's construction, in this case Kargdor Wrenchskull.

Notice how the banner is adorned with trophies from past victories, like the Ultramarines' banner on the right and Space Marine armour on the pole.



GARGANT HEAD

This Gargant's head clearly shows how an Ork family's warpaint is echoed in the paint scheme of the clan's Gargants. The design of the warpaint in this case - a red face with three vertical black stripes - is the traditional family design of Bolgol Fangtrak, the Mekaniak in charge of the Gargant's construction; the chief Mekaniak's warpaint is most commonly used simply because he is in charge of the painting operation. In many cases however, the Kaptin who takes control of the Gargant has it repainted with the design of his own family's warpaint, especially if he is to be the leader of a Gargant Mob.

Note how the head is modelled into a likeness of the Orks' gods: in fact, each Gargant is treated as an idol by the whole clan. Gargants often take their basic design from a vision that the head Mekaniak had, and they are designed to epitomise Orkishness.

The fact that they enter battle riding within a personification of their god earns a Gargant's crew a tremendous amount of respect within their family. To serve aboard a Gargant is a great honour.



KILL BANNER

Like Imperial Titans, Gargants have kill banners slung beneath each of their guns. After each battle the gun's crew force a Gretchin Rigger to scale the side of the Gargant and paint one skull onto the banner for each of the gun's kills.

Kill banners usually have the clan totem as their central motif, so that the enemy know 'whoze gunz is shootin' at 'em!'



Each Gunner tattoos his arm with his personal kill markings

GRETCHIN RIGGER

Each Rigger bears the Boss-Mek's brand on his left shoulder

Waa-Ork is a spontaneous happening. It can begin in the mind of a single Mek, who forms the vision of a colossal war machine in his mind, shaped in the image of the Ork war gods. From that moment on he becomes obsessed by giving real mechanical form to this dream. He immediately begins work, assisted by his Gretchins and slaves, and Mekboyz drawn in from the surrounding area, inspired by the same idea. Soon the word spreads and the psychic call is heard by Orks all across the galaxy. More and more Mekks with their entourages gather at the site, which now reverberates to the clanging of hammers on metal. Slowly the scaffolding is erected and within the cradle of steel the great metal hulk that will become a Gargant takes shape.

Gradually the Waa-Ork gathers momentum, as the scene is repeated throughout Orkdom. Each tribe, realm or empire is engrossed with the construction of its own Mob of Gargants. In a process which can take up to three hundred years to reach its peak, the whole of the Ork race will become agitated, disturbed and dynamic. Waa-Ork is a time of tribes coming together, of great works, of migrations, wars and conquests. Orks throughout the universe take to the warpath.

The gigantic Titans known as Gargants stride at the core of the Waa-Ork. Each Gargant is a huge towering war machine of awesome destructive power. It is also a mechanical, fighting, fire-belching idol in the image of the Ork war gods. The machines are served by a living crew of Orks and Gretchins, stoking the boilers and loading the guns in the Gargant's turrets. The construction of a Gargant is in itself an act of god worship, and stands for all that is Orkish.

Eventually the Waa-Ork reaches fever pitch. The Gargants are near completion, and the armies of the warlords have been mustered. When the Gargants are ready, the scaffolding is pulled away and the great boilers are stoked for the first time. A cheer rises as the great beasts belch smoke and move forward. Then the Ork armies go off in all directions, wherever fate and fortune may take them, and war comes to every corner of the galaxy.

ORK SOCIETY

The Ork Household is the basic element in their social and military organisation, and is typically led by the toughest and most respected Ork, known as Da Boss. Several inter-related Households form a Family. The head Household in each Family is at least twice as big as any of the other Households.

An Ork clan includes all the Families and Households which claim descent from one of the original clans of the ancient Ork homeworld. Known clans include the *Goffs*, the *Bad Moon*, the *Death Skull*, the *Evil Sunz*, the *Snake-Bites* and the *Bloody-Axe*.

These clans are now widespread throughout the universe, and wherever Orks are present, one or more of these clans will be represented. Clans are distinguished by their traditional styles of clothing, war-panoply and customs, and include members of the various Ork castes.

A gathering of Ork clans either on a world, or roaming space aboard a hulk, form a tribe. An Ork tribe implies no common links in terms of kinship; it is simply a great horde of Orks including various clans and castes. Such tribes are welded under the leadership of great warlords.

The rank and file of Ork armies are Da Boyz. Their war-

gear is usually a flak jacket adorned with a backplate bearing the insignia of their clan. Ork nobles, called Da Nobz, are wealthy Orks who can afford prestigious war panoply. Nobz can be found in positions of command or in units of their own.

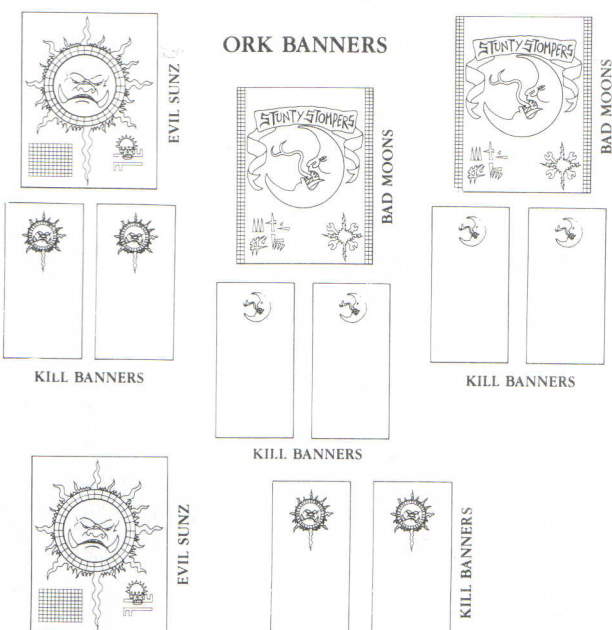
Stormboyz are young Orks full of militaristic fervour. They take a pride in their equipment and believe in strict martial discipline, drill and fighting prowess. They form their own distinct units and aspire to a smart, soldierly appearance; as disapproving elders say, they "go ooman".

Mekboyz are the technical engineers and master mechanics of Ork civilisation. Their understanding of technology is crude, and they are often as mystified as to why their creations should work as anybody else, but work they do. Somehow Mekks have an instinctive talent with mechanics. Inquisitiveness, experimentation and willingness to hammer the parts until they fit are the key to their success. Consequently they construct ingenious and unlikely devices which defy the laws of science and frequently break down. Mekks build and maintain the amazing array of Ork vehicles including Warbikes, Wartraks, Battlewagons, War Buggies and all kinds of ramshackle custom-built karts.

There are a few Orks who are more psychic than the rest, and are known as Wierdboyz. They can act as a focus for the psychic energy of other Orks, which can then be directed against the enemy as destructive spells. When an Ork warband goes into battle, chanting, shouting insults and stamping feet, the psychic pulse builds up and can be unleashed through the Wierdboyz. The unfortunate Wierdboyz don't enjoy this experience much since there is a good chance that the massive surge of psychic energy could literally blast their minds apart.

Snotlings and Gretchins, known as Runtz, are bred and raised by the caste of Runtherdz. Snotlings can be trained to do simple tasks and are used for mine-clearance or massed wave attacks. Snotlings are also a last resort for the Orks when the food runs out.

The most battle-crazed of the Orks are the Madboyz. As soon as they get on the battlefield and hear the thunder of the guns, the chanting and feet-stamping of Da Boyz and the ground being ripped up by shells, they lose all traces of rational thought. Nothing can restrain them - they just want to wade into the fray, biting their weapons and gnashing their fangs in battle-fury.

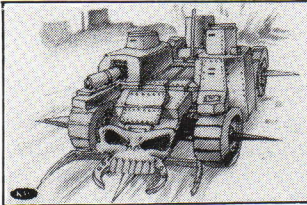


VEHICLES AND WALKERS

Ork Mekaniaks are born inventors and tinkerers; as a result the Orks have been known to put a wide range of military vehicles into the field. Those presented here are typical of the more successful and most-used designs.

ARMoured VEHICLES

BATTLEWAGON

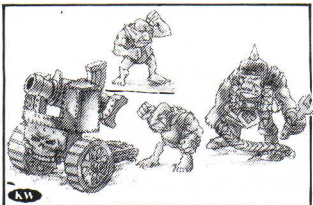


The Battlewagon is the Orks' main armoured vehicle, also known by a variety of nicknames, such as Death Cart, Spike Cart, and Killer-Wheelz.

The Battlewagon has broad wheels, allowing it to cope with most kinds of terrain. Its twin turrets normally mount an auto-cannon and a heavy bolter, and it is equipped with a spiked ram bar as standard. It can carry one stand of infantry inside, and it is a common Orkish practice for additional infantry to ride on the outside of the vehicle.

LIGHT VEHICLES

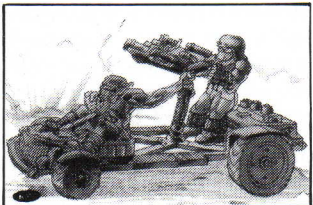
FIELD GUN



This weapon is commonly towed by a Wartrak (see below), and consists of a large-calibre cannon on a wheeled swivel mount. In terms of effectiveness, it is comparable to the Imperial Thudd Gun. The Field Gun

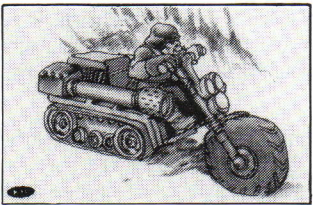
obeys all normal rules for *field artillery*, as explained in the section on Imperial forces. It may be towed by the War Buggy or the Wartrak - see *Towing Artillery*.

WAR BUGGY



The War Buggy is a small, open four-wheeled vehicle crewed by a driver and a gunner. It mounts a multi-melta or other heavy weapon on a swivel mount. War Buggy crews are admired for their reckless driving and wild bravado as they charge into battle.

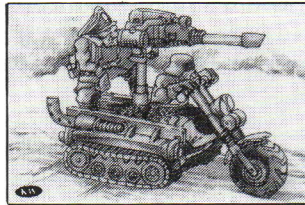
WARBIKE



The Warbike is a one-Ork vehicle, driven by metal-plated tracks at the rear and steered by a large wheel at the front. It is armed with a pair of side-mounted, forward-firing weapons.

The Warbike is a favourite Ork assault vehicle, its speed and manoeuvrability vastly enhanced by the thundering roar of its motors.

WARTRAK

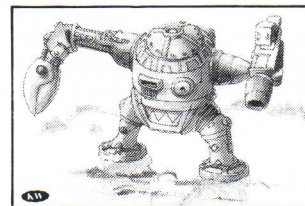


Like the War Buggy, the Wartrak is a mobile artillery unit with a crew of two. It mounts a single las-cannon or other heavy weapon, and consists of a bike-style front attached to a tracked artillery platform. It is

better armoured than the War Buggy, and is more often used against enemy tanks or vehicles.

WALKERS

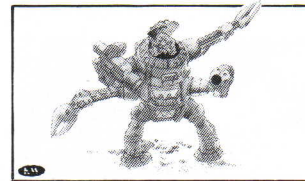
KILLER DREADNOUGHT



This is the standard Ork Dreadnought, consisting of a globular body with two weapon mounts, one of which is nearly always a close combat weapon. It is widely used in an anti-personnel role, and is

normally armed with a heavy bolter.

ONSLAUGHTER DREADNOUGHT



The Onslaughter is a heavier version of the Killer, with two weapon mounts on either side. Its standard general-purpose armament consists of two close combat weapons, one

heavy bolter and one las-cannon.

TOWING ARTILLERY

As noted above, the Field Gun may be towed by the War Buggy or the Wartrak. The vehicle may move at normal speed while towing, and the Field Gun may be unlimbered at any point in the towing vehicle's move.

If the vehicle is stationary or moving at advance speed when the Field Gun is unlimbered, it can be set up anywhere along the vehicle's path, facing as desired. However, Orks are quite fond of unlimbering a Field Gun by simply knocking the coupling bolt out while the towing vehicle is moving at full speed; this can be a particularly hazardous exercise.

If the towing vehicle has charge orders and the Field Gun is unlimbered *during* its move, the Field Gun bounces D6 cm in a random direction (use the normal deviation procedure). Once the Field Gun has come to rest, determine its facing randomly. If the Field Gun bounces into a Gargant, Titan, vehicle or infantry stand, treat it as a normal ram or overrun. If it bounces into a building or other obstacle, it is destroyed.

ORK INFANTRY

Ork infantry detachments are very different to those used by the Imperium or the Eldar.

Most importantly, the standard Ork detachment contains a number of different types of Ork, as shown on the *Ork Detachment Table*. This represents the fact that Orks raise their troops in an almost feudal manner, with families and households sending the fighting men they can spare to join in any battles.

Secondly, the Ork command structure is highly centralised. Ork commanders (the Orkish term is *Warboss*) guard their power jealously, lest it be used against them by an ambitious underling. This means that there are fewer commanders than in other races, with a correspondingly larger average detachment size.

INFANTRY STANDS

There are seven types of Ork infantry stand: *Warboss*, *Nobz*, *Boyz*, *'Eavyboyz*, *Stormboyz*, *Stormboyz Command* and *Madboyz*. These stands should be distinguished by using different coloured bases. Warboss and Nobz Stands use the same coloured base, but Warboss Stands fly a banner from the flag-pole that fits into the back of the stand. Similarly, Stormboyz Command Stands use the same colour base as Stormboyz Stands but fly a banner to indicate the presence of an officer. Each of the other types of stand should use the same colour (all of the Boyz have the same colour, for instance). The actual colours used don't matter, as long as your opponent knows what colour represents each type of stand.

WARBOSS STANDS

A *Warboss Stand* represents an infantry commander and his personal bodyguard. They have more and better heavy weapons than any other infantry type, as they get the first pick of any captured equipment. A Warboss Stand functions as the command stand of an Ork infantry detachment.



NOBZ STANDS

Nobz are the biggest and toughest Orks in a detachment. Being bigger and tougher than anybody else means that you get the second pick of any captured equipment, so Nobz Stands are almost as well-armed as Warboss Stands. They cannot, however, act as command stands.

BOYZ AND 'EAVYBOYZ STANDS

'Da Boyz' are the archetypal Ork warriors - rough, noisy, cheerfully violent and enjoy nothing so much as a good scrap. When a Warboss calls upon the local Ork households to raise troops for a battle every one sends along some Boyz.

The core fighting strength of this force will always have a heavy weapon, stolen from a defeated enemy or constructed by the family's Mekaniaks; these are the *'Eavyboyz Stands*.

In addition, there are some really keen households who send any extra troops they can find, in order to gain favour with the Warboss. Unfortunately, these extra Orks are unlikely to be armed with anything more than bolters - there just aren't enough heavy weapons to go around.

These Orks are drafted into the warband to make up numbers, and are the *Boyz Stands*.

STORMBOYZ AND STORMBOYZ COMMAND STANDS

Ork Stormboyz are young, well-armed Orkish warriors who band together to go to war. Unlike other Orks, Stormboyz are disciplined - they march in straight lines and wear clean uniforms. They take war seriously; their command structure is logical and everything is done by the book.

Most Orks look on the Stormboyz with disdain, claiming that they have 'gone Humie' and lack the traditional virtues of their race, but there is no denying that they are an effective force on the battlefield.

MADBOYZ STANDS

Even among Orks, Madboyz have a love of fighting that is almost unbelievable. Many of them have been injured in battle and had their minds unhinged, while others are just born crazy.

Whatever the cause of their temperament - which can only be described as psychopathic - Madboyz are totally deranged and suffer from a wide variety of manias and insanities. Madboyz stands follow totally different rules for orders; they pick an objective, and will die trying to achieve it (see the *Special Rules*).

INFANTRY DETACHMENTS

The standard Ork infantry detachment is the *Warband*; this represents a body of troops from the same or allied families, who fight together as a unit.

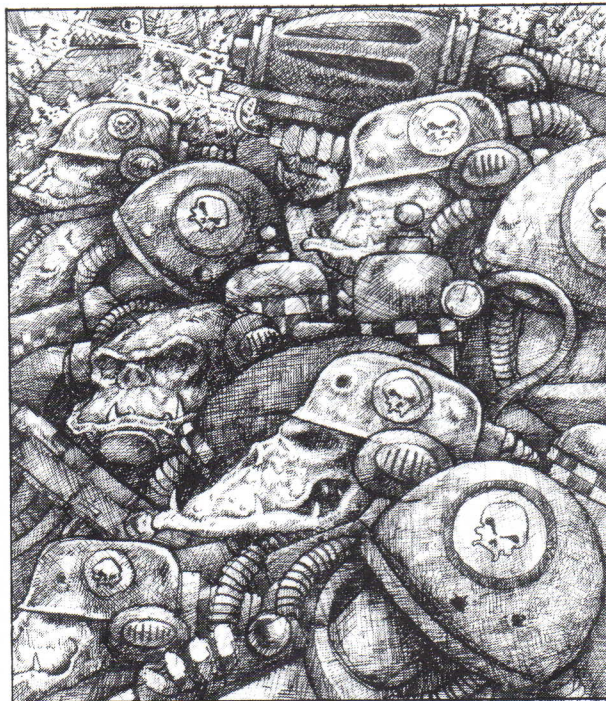
A warband consists of one Warboss Stand, two Nobz Stands, eight 'Eavyboyz Stands and six Boyz Stands.

Stormboyz and Madboyz operate in detachments of their own, apart from the Warbands. They are comparatively rare, and the number of Stormboyz and Madboyz detachments available to the Ork player are limited.

For each Warband in his force, the Ork player may include one Stormboyz detachment *or* one Madboyz detachment.

The *Ork Horde* box of epic scale plastic Orks contains enough Ork infantry to make two complete Warbands and either one Stormboyz detachment or two Madboyz detachments.

It also contains enough Battlewagons to make seven Battlewagon detachments, and thus allows you to build up your basic Ork force cheaply and quickly, which can then be augmented with Citadel Miniatures' range of epic scale metal Ork models.



"Right lads," said Boss Rawgutz, "dis is wot we gotta do."

His Boyz pressed forwards eagerly in the crowded, mud-filled foxhole. Shells were thumping all around them and showers of fresh dirt fell spattering onto their heads at regular intervals. At the far side of the crater the Stormboyz stared grimly at their assumed commander. Their weapons shone dully in the half light. The small contingent of Madboyz he'd picked up somewhere just stared...

"Wen I sayz go, we's gunna charge dat buildin' over dere an' kill ev'ryfing inside..."

His boyz grinned approvingly.

Rawgutz scratched his wart. "We'll probably all get killed but it'll be wurf it cos we gotta buy time for da Dethdumpa ta come an' squash all da Humies into little splutchy pancakes."

The Boyz laughed and readied their weapons, slamming home the magazines and testing all the spiky bits with hurried enthusiasm. Rawgutz' comm-link gave out a strident beeping sound. He hit it until it stopped.

"Ready, Boyz?"

They all nodded vigorously. Rawgutz leapt to his feet and held his Bolter aloft.

"Go!!"

They crossed the edge of the crater and began to charge over the treacherous ground. The reinforced munitions factory was some five hundred metres away. Fire homed in on them almost immediately from every window of the building. One of his Boyz was raked with bullets and fell screaming into the mud.

"Get the zoggin' Humies!!!" yelled Rawgutz, firing as he ran. Two Marines toppled from the roof, brickwork exploding all around

them. More Orks went down in bursts of blood. The Stormboyz, he saw, were advancing in a kind of pattern - three by three, laying down covering fire as they went. He couldn't follow it at all. He dodged another shell-burst.

Two hundred metres. Suddenly the huge figure of a Dreadnought seemed to rise out of the ground ahead of them.

They dived into a trench as laser bursts ripped towards them. With a howl, one of the Madboyz leapt forwards, closely followed by his screaming companions. Some were frothing at the mouth. All wore a wide-eyed, crazy stare. Dodging the Dreadnought's searing bolts of energy they dashed towards it, guns blazing. They reached the machine and jumped on it, hammering and clubbing with every available weapon.

Rawgutz didn't wait. He started onwards with a yell. They scrambled past the Dreadnought as it flailed and stumbled under the insane attack, his Boyz firing wildly alongside the Stormboyz' regular bursts.

And then it was all over...

From behind the back of the building rolled three Rhinos. Rawgutz stopped and his men grouped behind him.

"Oh zog..."

The Stormboyz fell into staggered ranks, weapons levelled at the approaching tanks.

"Take as many of 'em wiv you as you can Boyz..."

He raised his gun. There was a cataclysmic roar of noise and light, and they were hammered onto the ground as the world exploded and the earth bucked underneath them like a wild animal. Rawgutz stared at the vast, boiling hole of liquid rock and laughed.

The Dethdumpa had arrived.

SPECIAL RULES

The following special rules apply to Ork infantry and vehicles:

DETACHMENT COHERENCY

Stands in Ork Warbands must remain within 24 cm of their Warboss stand at all times, as well as within 6 cm of another stand in the Warband. Stormboyz and Madboyz follow the normal rules for detachment coherency (but see *Madboyz Detachments* below).

DEAD WARBOSS

If the Warboss stand is destroyed, roll for the Warband's orders on the *Morale Table* in the *Space Marine* rulebook during the orders phase of each following turn.

FALL BACK ORDERS

Ork detachments may only be given fall back orders as the result of a morale test or due to the destruction of their commander.

MADBOYZ DETACHMENTS

Because Madboyz are so uncontrollable in the field, they are not given orders in the usual way. Each Madboyz detachment is given a *Madboyz counter* at the start of each game; place a Madboyz counter beside each detachment before play begins. A Madboyz counter may only be changed if you are told to do so by the rules; they may not be changed voluntarily once the game has started.

The following Madboyz counters are available:

Assault: A Madboyz detachment with this counter will seek out the nearest enemy, engage them in close combat, and 'Rough 'em up a bit'.

Defend: A Madboyz detachment with this counter will defend their position on the battlefield. They will fire at enemy units that come within range, and charge into close combat with enemy units that stray too close.

Take & Hold: Madboyz with this counter will make a mad dash to a nominated point, which they will then defend from all invaders.

As soon as a detachment is given a *take & hold* counter nominate an objective for them, marking it with the *Madboyz objective marker* that has the same number as their take & hold counter. A Madboyz objective marker may be placed anywhere on the table, including areas that are not currently within the Madboyz' line of sight. A counter may *not* be placed on a Titan base, a vehicle or an infantry stand - it is used to mark an objective location, not a moving target.

The order counter that is given to each detachment of Madboyz during the order phase of each turn is decided by a combination of the Madboyz' counter and a dice roll.

Refer to the *Madboyz Orders Table* for each detachment, reading down the list until you find the first case that applies to *any* of the Madboyz in the detachment. Follow that line of the table to the right and roll a dice to find out which of the three orders the detachment is given for that turn. You must always start at the top of the list and work down, and you must stop at the first case that applies even if it only applies to one of the detachment's Madboyz.

MADBOYZ ORDERS TABLE

	1-2	3-4	5-6
Assault Counter			
Enemy infantry stand within charge range	First Fire	Charge	Charge
Enemy within weapon range	Advance	First Fire	First Fire
Enemy in sight	Advance	Charge	Charge
No enemy in sight	No Orders	No Orders	Take & Hold
Defend Counter			
Enemy infantry stand within charge range	First Fire	Charge	Charge
Enemy within weapon range	First Fire	First Fire	Charge
Enemy in sight	First Fire	First Fire	Advance
No enemy in sight	No Orders	No Orders	Take & Hold
Hold Counter			
Enemy infantry stand within charge range	First Fire	Charge	First Fire
Objective not yet reached	First Fire	Advance	Advance
Enemy within weapon range	First Fire	First Fire	First Fire
Any other situation	First Fire	No Orders	No Orders

Madboyz follow the same restrictions for order counters as any other detachment, except where modified below.

Charge Orders: Charge towards nearest enemy - the Madboyz must enter close combat if possible.

Advance Orders: Advance towards nearest enemy (except *Moving Towards an Objective* - see below).

First Fire Orders: Fire on nearest enemy.

No Orders: The detachment remains stationary. If any enemy move within weapon range during the movement phase, the Madboyz fire at the nearest enemy during the advance segment of the combat phase.

Take & Hold: Swap the Madboyz' assault or defend counter for a take & hold counter and nominate an objective according to the normal rules.

MOVING TOWARDS AN OBJECTIVE

A Madboy detachment with a take & hold counter that has advance orders must move towards their objective counter. The only deviations they may make from a direct path are those made in order to avoid obstacles. This does not stop them changing direction to charge enemy infantry along the way.

An objective has been reached when any Madboy in the detachment moves within 2cm of the objective counter. Once a detachment has reached its objective, remove the objective counter and change their take & hold counter to a defend counter.

Dragnut dived under the engine cowl, yelling for a spanner. Five Snotlings dashed forward, squabbling to be first. Without looking, Dragnut reached back and grabbed one by the throat. A burst of clanging came from inside the bonnet and the Battlewagon exploded into life. Dragnut tossed the senseless Snotling onto the heap of left-over parts and smiled cheerfully.

That seemed to do the trick...

BATTLEWAGON RIDERS

As already mentioned, the Battlewagon is capable of carrying a single stand of Ork troops; this is handled according to the normal *Space Marine* rules for carrying infantry.

In addition to troops carried *inside* the Battlewagon, one stand of infantry can ride on the *outside* of the vehicle, embarking and disembarking using the normal rules.

Place stands that are riding the Battlewagon on top of the Battlewagon model.

The following special rules apply to infantry stands riding on the outside of a Battlewagon:

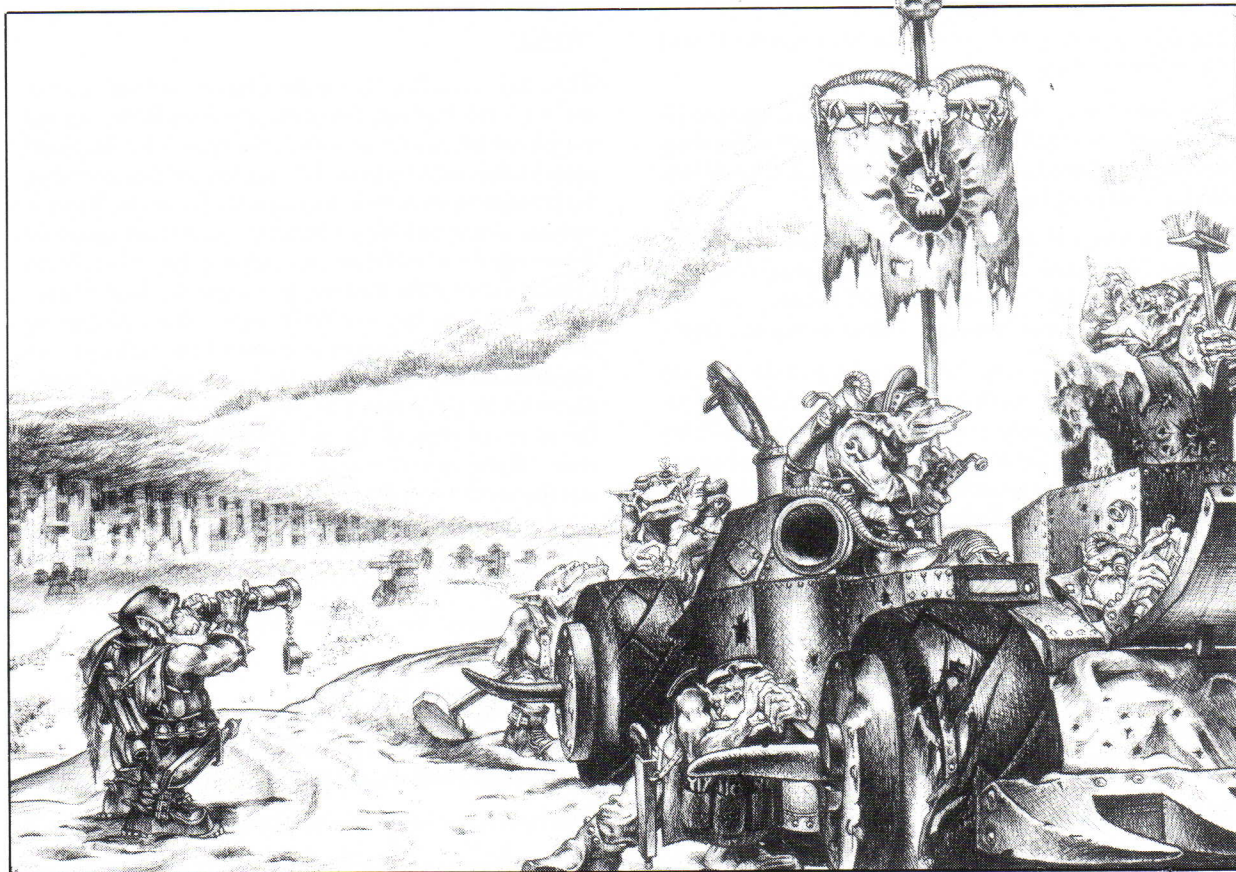
1. Battlewagon riders may not fire any support weapons. They may fire small arms, but suffer a -1 to hit modifier in addition to any modifiers resulting from the *Battlewagon* orders.
2. Battlewagon riders may be targeted by enemy forces as if they were in the open (ie they never receive any to hit modifiers for cover). Attacks that are aimed at Battlewagon riders will not effect the Battlewagon in any way.
3. Weapons with a burst circle attack *both* the Battlewagon and any riders.
4. Battlewagon riders are destroyed if the Battlewagon is destroyed. In addition, if the Battlewagon is hit and *not* destroyed, the Battlewagon riders must make a normal (unmodified) saving throw.

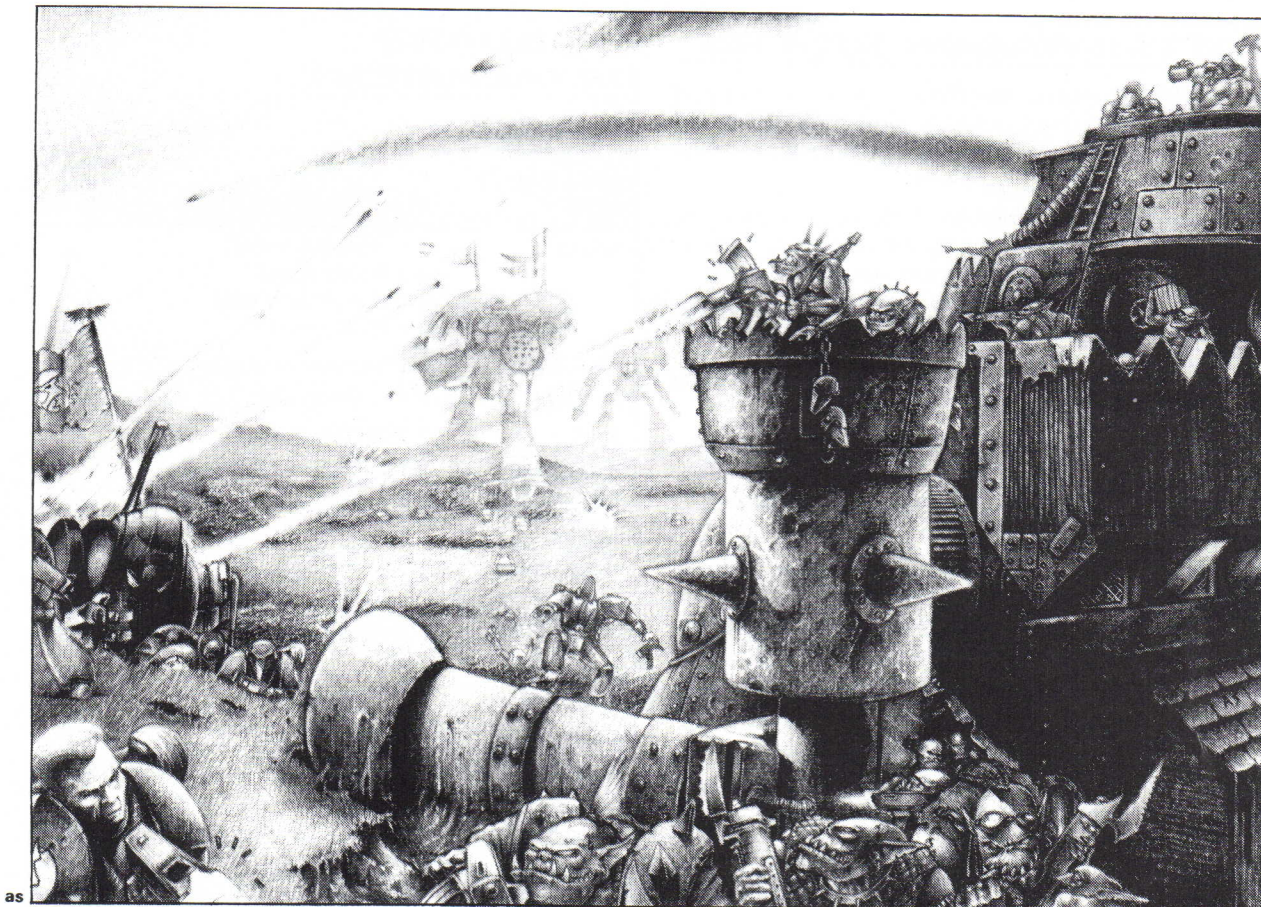
None of the other Ork vehicles listed here can carry infantry in the same way.

STANDARD DETACHMENTS

Standard detachments for Ork forces are as follows:

Detachment Type	No. & Type of Units	Battle Rating
Warband	1 x Warboss Stand 2 x Noble Stand 8 x 'Eavyboyz Stand 6 x Boyz Stand	650
Stormboyz	6 x Stormboyz Stand 2 x Commander	350
Madboyz	4 x Madboyz Stand	120
Field Gun Detachment	4 x Field Gun	80
War Buggy Detachment	4 x War Buggy	220
Warbike Detachment	4 x Warbike	220
Wartrak Detachment	4 x Wartrak	180
Battlewagon Detachment	4 x Battlewagon	300
Killer Detachment	4 x Killer Dreadnought	100
Onslaught Detachment	4 x Onslaught Dreadnought	260





The Gutmusher staggered into the cliff-face under the force of the explosions. Somehow, the shields held.

"Dey don't give up do dey?" said Mukblag, clambering to his feet through the wreckage on the Bridge. A pack of Snotlings dashed past with buckets of water. His Kaptin stood beside him, holding a speaking tube.

"Dat's cos they're Humies," he replied, "an' Humies is stoopid." He took a deep breath and bellowed into the mouthpiece. "Kilboyz - go get 'em!! Belly Gun - ready da Ball!! Ev'ryone else..." He stopped for a moment in thought. "Shoot at wot you like!!"

Outside, the Marines were already at the top of the bluff and charging towards the unbalanced Gargant's head. Instantly the Turret Boyz started cutting swathes in the enemy ranks. They hosed the red tracer-fire from figure to dashing figure, laughing as the armoured men leapt and burst under the hail of metal. Boyz tumbled, yelling, from a doorway and charged enthusiastically into battle.

A distant Warlord strode towards the Mukmusher, bringing its Multi-Launcher to bear, waiting for the optimum range. Another followed close on its heels.

Kaptin Bogbadd shook his head.

"Stoopid... Dey's soo stoopid."

He turned to Mukblag and smiled. "I love 'em!"

Mukblag leant over.

"FIRE!!!"

There was a rumble in the Gargant's innards, and with a boom that sent steam bursting from every pipe on the Bridge, the Ball was blasted through the air towards the Titan. It hit the ground some hundred metres in front of the machine and thundered along the ground in a great spray of steaming earth. Too late, the Warlord's weapons tried to pick off the deadly device. It rolled against the Titans legs like a faithful pet and exploded. For a brief, frozen moment the awesome blast was held inside the Void Shields, and the entire machine was hidden under a dome of storming fire. And then the generators gave out and the explosion blew away like a bursting bubble leaving the Titan staggering backwards, flames belching from every joint. Weapons firing pathetically into the air, it overbalanced. The other Warlord was following too close... With painful slowness it tried to sidestep from under the toppling wreck. Like a drunken friend, the dying machine seemed to slump over its companion in a clumsy embrace. Trailing a pall of black smoke they crashed to the ground. A reactor chamber split apart under the impact, fireballing them both.

The last Marines fell under the Ork onslaught.

Mukblag turned to the Kaptin.

"You're right. Dey nevva learns..."

Bogbadd straightened his battered helmet and started unfolding a greasy, crease-battered map. He cleared a space for it on the floor.

"Dey nevva learns," he said, almost to himself. "An' dey'll be back..."

ORKS IN THE CAMPAIGN GAME

The *Campaign Game* rules in the *Adeptus Titanicus* rulebook assume that you are fielding a Human force - either Loyalist or Traitor. Some slight alterations are necessary when using Orks in a campaign.

Instead of the Grand Master of a Titan Order, you take the role of the Mob-Boss of a Mob of Gargants. You are a seasoned, strong and cunning Ork - it took you years to get where you are now, knifing those above you and avoiding being knifed by those around and below you.

THE CAMPAIGN ROSTER

A campaign roster for Gargant Mobs is included in the back of this book. You may photocopy it for your own use only. It is broadly similar to the campaign roster from the *Adeptus Titanicus* rulebook, but does not have spaces for recording support missiles, as they are only used by Humans.

CREATING THE BIG-MOB

You have 10,000 points to spend on setting up your Mob, and can spend it on Titans and equipment as you wish, subject to the restrictions listed in the section on *Designing Gargants*.

Crew experience and Honour Points are unchanged from the rules in the *Adeptus Titanicus* rulebook.

CAMPAIGN SCENARIOS

The rules for campaign scenarios in this book and in the *Adeptus Titanicus* rulebook are unchanged, apart from the following points:

CREW CASUALTIES

These have no effect on successive games. Unskilled and semi-skilled crew members are always easy to come by in Ork society.

EJECTING

Gargants do not have an ejector mechanism - the crew stay with their machine at all times!

DOWNTIME

This is unchanged, except as follows:

SKILLS

Ork Gargant crews never gain skills like other races. They do, however advance in experience, and therefore they do get dice rerolls.

SALVAGE PHASE

Ork forces may attempt to salvage from Imperial and Eldar Titans. In both cases there is a -2 modifier to the salvage roll. Salvaging from other Gargants is dealt with as normal.

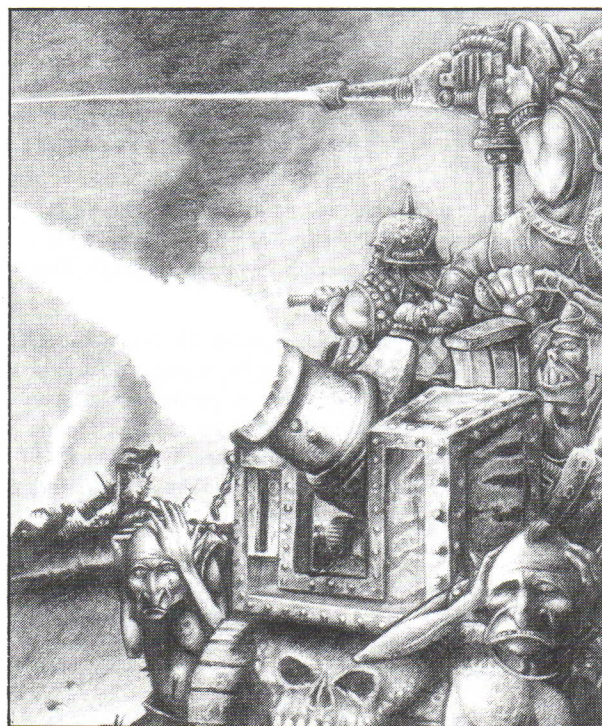
Only weapons may be salvaged from Human and Eldar Titans. Note that some weapons may not be fitted to Gargants (see *Designing Gargants*).

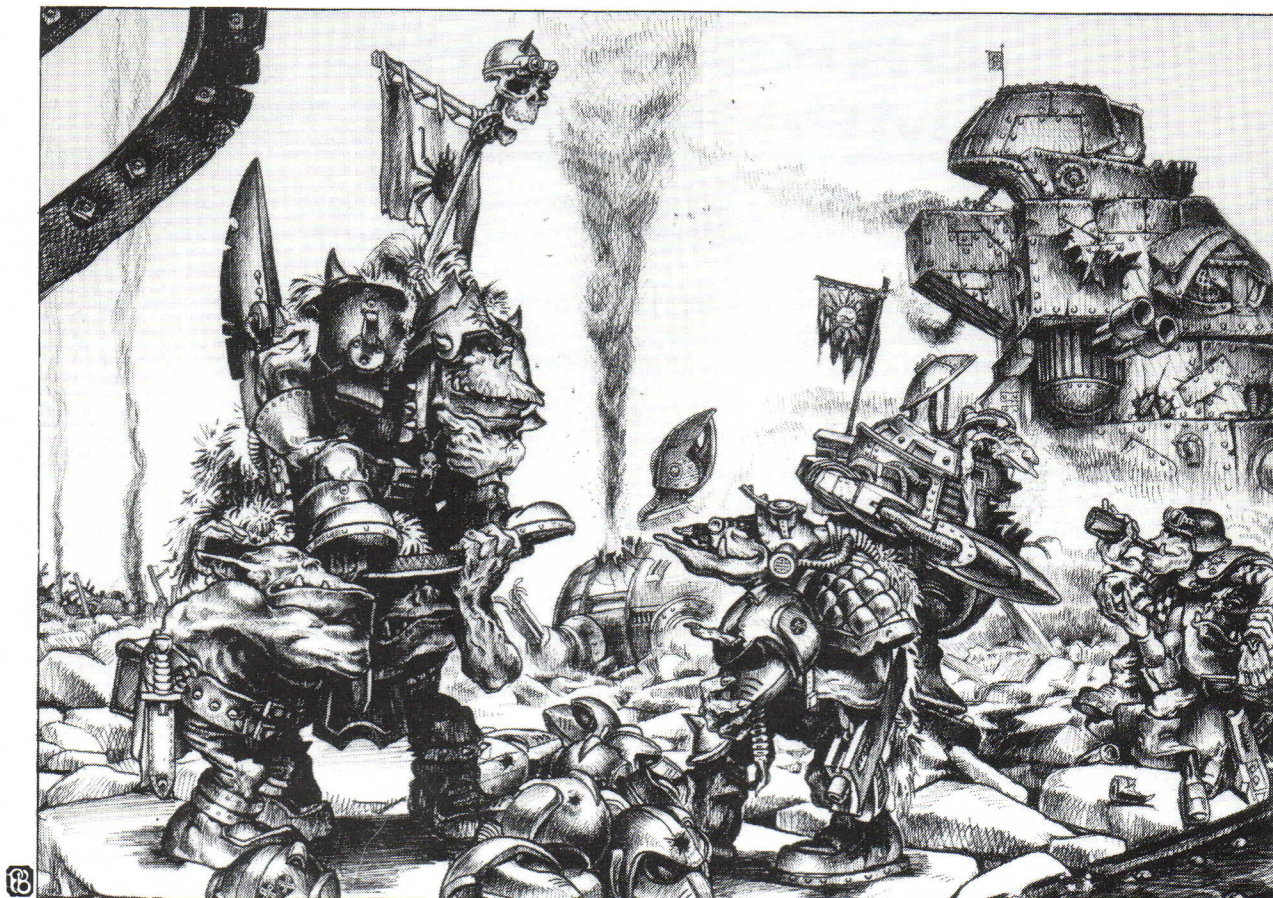
REQUISITIONING

The basic mechanisms for requisitioning are unchanged, although the events they represent are slightly different from the way Humans and Eldar do things. When a Mob-Boss requisitions materials, he does so by issuing threats to his Boss-Mek. An appeal takes the form of the Mob-Boss shooting an unco-operative Boss-Mek and repeating the initial threats to his successor. The Honour score represents the amount of fear the Mob-Boss can inspire to back up his requisitions.

RECRUITING PHASE

There is no shortage of manpower (or rather, Orkpower and Gretchin-power) to crew Gargants, but their command structure and large crews mean that Gargants operate differently to Titans. Newly-recruited Gargant crews are always green (in every sense of the word), and need a thorough shakedown before they can operate effectively. Unfortunately, this shakedown generally takes place in the crew's first battle. A Gargant with a newly-recruited crew is treated as out of command at all times during its first battle; thereafter, it operates normally.





Shagrudd gazed over the blasted ground with satisfaction. Scrapped hulks of Titans lay scattered in the dawn amid a twisted, smoking carpet of destruction. He chuckled as he spotted the Warlord's still-boiling crater. The sounds of looting floated across the field, mingling with the moans of the dying. A hollow clunk at his bearers' feet made him glance down.

"Good shootin' today, Boss..." grinned his First Mate, holding up a Marine helm for Shagrudd's approval. He wiggled a finger through a ragged hole in its forehead. "Good killin'." "Seen better," sniffed Shagrudd. "Wos da pickin's like?"

Hagrudd tossed the helmet onto the pile. "Muggot! Sluttschuk!" he screamed over his shoulder. Two Snotlings dashed out of a nearby crater, gleefully dragging a huge, clanking tarpaulin. They spread it at their leader's feet.

"Down!" snapped Shagrudd, gloating greedily. His bearers lowered him gratefully with quiet groans of relief. He began picking through the jumble of weapons and other trophies; grunted with pleasure or disgust, toying or discarding the spoils before him. At length he stood up wearing the headgear of an Imperial Commissar. It was a bit charred but the gold braiding and ornate badge-work was still intact. It gave him a certain feeling of command. A certain style.

The huge, black-and-bronze bolter he strapped to his leg gave him a feeling too. It gave him a feeling that no-one was going to argue with a gun that big and not regret it. He grinned evilly.

"Oo's dead, Hagrudd? Anyone 'portant?"

Hagrudd scratched his head.

"Nah... Old Joblodd bought it back at dat bunker. Forgot to throw 'is grenade when 'e jumped in. Held it wiv 'is teef til it blew 'is 'ead off." He brightened. "Took out da bunker though! Real big bang..."

Shagrudd grunted.

"He'll be 'membered then."

He returned to his bearers and was duly lifted. "Back."

They turned painfully, and started back up the iron gangplank into the huge, dark belly of the Stompsmasher. Shagrudd stopped them briefly and glanced back.

On ridge, a squad of Madboyz were still pumping gunfire into the carcass of a blasted Dreadnought with a studied, psychotic intensity. In the hazy distance he could make out the Bigripper wandering happily through the rubble, smashing and kicking the remaining buildings like some monstrous child playing in the sand.

Another battle over. Another victory.

Shagrudd shrugged and chuckled, patting the gun at his side. No sweat.

"Come on then, slugbuts! We got Humie heads to kick!" The bearers brightened and trotted into the darkness, a song on their lips.

"Ere we go, ere we go, ere we go..."

It was going to be another good day.

HULL DATA

NOTES ON THE TABLE

HARD POINTS

The three-digit code for hard points is arranged as follows: the first number is the grade of any heavy weapons fitted there, the second number is the grade of any very heavy weapon fitted there, and the letter tells you which weapons may be fitted to the hard point, as follows:

A	Any
B	No very heavy weapons or missile mounts
C	No las-cannon or multi-launchers
D	No weapon forbidden by B or C above

HULL SIZE TABLE

Hull Size	Max Weapon Grade	Max VSGs	AR	Basic Hull Cost
Scout (eg Warhound)	6	2	+1	70
Medium Battle (eg Reaver)	12	4	0	140
Main Battle (eg Warlord)	20	6	0	220

TITAN SPEED TABLE

TWG	Speed	Manoeuvrability		
		AR +1	AR 0	AR -1
1-4	24/36	EM	HM	HM
5-6	24/36	HM	HM	
7-8	20/30	HM		
9-10	20/30			
11-12	16/24			UM
13-16	14/21			UM
17-20	12/18		UM	UM
21-30	12/18		UM	UM
31-40	10/15	UM	UM	UM
41-60	8/12	UM	UM	UM
61+	6/9	UM	UM	UM

HULL COST TABLE

Basic hull cost	from <i>Hull Size Table</i>
Per void shield	40
Per hard point	40
Hard point configuration	see below

Type	Cost Multiplier
A	45
B	40
C	30
D	25

STANDARD IMPERIAL TITANS

Class/Variant	Carapace	Left Arm	Right Arm	VSG	Speed	AR	Battle Rating	Mvr.
Scout Titans								
Warhound	None	2/0/D	2/0/B	2	24/36	+1	360	EM
Battle Titans								
Reaver (Hun)	None	4/0/B	4/0/B	4	20/30	0	700	HM
Reaver (Goth)	3/1/A	3/1/B	3/1/B	4	16/24	0	750	
Warlord (Death Bringer)	2 x 3/1/C	3/1/B	3/1/B	5	14/21	0	1000	
Warlord (Nemesis)	2 x 4/1/A	4/1/A	4/1/A	6	12/18	0	1340	LM

STANDARD ELДАР TITANS

Class/Variant	Wings	Left Arm	Right Arm	Speed	AR	Battle Rating	Mvr
Phantom/Spectre	2 x 2/0/B	4/1/A	4/1/A	16/24	0	1000	EM
Phantom/Shade	2 x 2/0/B	3/1/A	3/1/A	20/30	0	900	EM

GARGANT DATA TABLE

Variant	Belly Gun	Upper Turrets Left	Upper Turrets Right	Lower Turrets Left	Lower Turrets Right	Head Turret	Power Fields	AR	Battle Rating
Smasher	Gut Buster	4/0/D	4/0/D	3/1/C	3/1/C	3/1/A	8	0	1000
Smasher	Gut Buster	4/0/D	4/0/D	3/1/C	3/1/C	none	8	0	900
Crusher	Snapper	4/0/D	4/0/D	3/1/C	3/1/C	3/1/A	8	0	900
Crusher	Snapper	4/0/D	4/0/D	3/1/C	3/1/C	none	8	0	800

Notes

Turret Configurations: the three-digit code for turrets is arranged as follows: the first number is the grade of any *heavy weapons* fitted in the turret; the second number is the grade of any *very heavy weapons* fitted in the turret. The letter tells you which weapons may be fitted; A means that any weapon may be fitted; C means that no las-cannon or multi-launcher may be fitted; D means that no very heavy weapons, missile mounts, las-cannon or multi-launchers may be fitted. *None* indicates that the Gargant does not have that turret. Each turret may only hold one weapon.

Power Fields: the number of operational power field generators at the start of the game.

AR: the Gargant's armour rating.

Battle Rating: the Gargant's battle rating remains the same no matter what weapons are fitted in the turrets.

ORK REFERENCE

GARGANT ORDERS			
Speed	Min Move	Max Move	Modifier To Hit
Full Speed	11 cm	15 cm	-2
Battle Speed	1 cm	10 cm	-1
Stop	0 cm	0 cm	0
Backward	1 cm	3 cm	-1

Note that a Gargant may not move less than its *minimum move distance*.

Direction	Number of Turns
Port	Up to 2 x 45° turns, left only
Starboard	Up to 2 x 45° turns, right only
Ahead	No turns allowed

OUT OF COMMAND ORDERS			
Roll a D6 for each order counter.			
D6	Direction	D6	Speed
1	Ahead	1	Stop
2	Port	2	Stop
3	Starboard	3	Battle Speed
4-6	Player's choice	4-6	Player's choice

FIRING THE MAGAZINE

When all seems lost, a Gargant's officers may *fire the magazine*, rigging the Gargant to explode so that it cannot be captured - and, with luck, take a few of the attackers with it.

The magazine may be fired in the end phase of any turn, as long as at least one bridge officer is still alive and not engaged in close combat. The Ork player rolls a D6 in the repair phase of the next turn, and consults the following table:

FIRING THE MAGAZINE	
D6 Roll	Result
1	Fire out - Gargant does not explode. Magazine may be fired again in next end phase.
2-6	Magazine explodes - Gargant suffers a <i>Magazine Explosion</i> result (see <i>Gargant Catastrophic Damage Table</i>).

GARGANT DAMAGE TABLES

These tables are used with the *Epic Battle Damage System*. All attacks against Gargants are resolved using this system.

MINOR DAMAGE TABLE	
D6 Roll	Result
1-3	Crew Casualty - One crew unit is killed. Determine randomly using the D6 rolls marked on the Gargant roster sheet.
4	Officer Casualty - One officer and one crew are killed. Determine randomly using the D6 rolls marked on the Gargant roster sheet.
5-6	Fire in the Hold! - One fire is started.

CATASTROPHIC DAMAGE TABLE									
D6 Roll	Result								
1-3	Internal Explosions - Explosions rake the interior of the Gargant, wiping out the crew and officers, and starting numerous fires. The Gargant may not move or fire for the remainder of the game, and may not be boarded by stands from either side. Any LOS traced across the Gargant or its base will be blocked by the clouds of smoke pouring from the monster. Roll a D6 each repair phase and refer to the table below.								
	<table> <tr> <th>D6</th><th>Result</th></tr> <tr> <td>1-2</td><td>Fires Out - the Gargant blocks the LOS normally.</td></tr> <tr> <td>3-5</td><td>Fires Continue - no change</td></tr> <tr> <td>6</td><td>Magazine Explodes - see below.</td></tr> </table>	D6	Result	1-2	Fires Out - the Gargant blocks the LOS normally.	3-5	Fires Continue - no change	6	Magazine Explodes - see below.
D6	Result								
1-2	Fires Out - the Gargant blocks the LOS normally.								
3-5	Fires Continue - no change								
6	Magazine Explodes - see below.								
4-6	Magazine Explosion - The Gargant's magazine explodes, completely destroying the Gargant and killing everybody on board. Any units within 6 cm of the Gargant will be hit by the explosion on a roll of 4+ (no modifiers). Any units that are hit must roll for damage as if hit by a macro-cannon.								

GARGANT RAMS	
Roll	Result
Gargant rolls higher	Vehicle Destroyed Gargant suffers no damage
Draw	Vehicle Destroyed Gargant suffers no damage
Vehicle rolls Higher	Vehicle Destroyed Gargant rolls once on the <i>Gargant Minor Damage Table</i>

GARGANT COLLISIONS		
Speed	PFGs Intact	All PFGs Gone
Reverse or Battle	Gargant loses 1 power field	Roll once on the <i>Gargant Minor Damage Table</i>
Full Speed	Gargant loses 2 power fields	Roll twice on the <i>Gargant Minor Damage Table</i>

GUT BUSTER AMMUNITION TABLE			
VEHICLE AND TITAN TARGETS			
Ammunition	Range	To Hit Roll	Critical Hit Roll
Airburst	72cm	3+(B)	4+
Shell	72cm	3+	3+
Ball	36cm	3+(B)	3+
Hotshot	36cm	3+	3+
Chainshot	24cm	6+	see above
Grapeshot	see above	6+	6+

INFANTRY TARGETS			
Ammunition	Range	To Hit Roll	Saving Throw Modifier
Airburst	72cm	4+(B)	-1
Shell	72cm	4+	-2
Ball	36cm	4+(B)	-2
Hotshot	36cm	see above	no save
Chainshot	see above	see above	see above
Grapeshot	see above	3+	-2

GARGANT CREW ASSAULT FACTORS

Crew Unit	CAF	Save
Boyz	+1	5+
Stokers ¹	+1	6+
Shooters ²	+1	6+
Riggers	-1	None
Bridge Officers ³	Special	5+

Notes

- Stokers have their CAF reduced by -1 if the Boss-Mek is killed.
- Shooters have their CAF reduced by -1 if the Chief Shooter is dead.
- The bridge officers are treated as one unit, with a CAF of +1 per officer still alive on the bridge.

OFFICER CASUALTIES

Boss-Mek Killed: Roll a D6 at the start of each orders phase. On a roll of 1, the Gargant must use the same orders as last turn.

Top Gunboy Killed: Roll a D6 each combat phase. On a roll of 1, the Gargant may not use its belly gun that turn.

Mate Killed: This hit has no special effect, but see the *Kaptin Killed* result below.

Kaptin Killed on Boss-Gargant: The Boss-Gargant may not be given any orders until the Kaptin is replaced (see below), and all other Gargants in the Mob count as being *out of command*.

Kaptin Killed on other Gargant: The Gargant may not be given any orders until the Kaptin is replaced (see below).

Gunboss Killed: The Gunners are without leadership, and start to use their initiative. Weapons must be fired at the target with the highest battle rating that is within short range of the weapon and can be affected by it. If no targets are at short range, weapons must be fired at the target with the highest battle rating that is within long range of the weapon and can be affected by it. If the Gargant is in close combat, it must fire all of its weapons at its attackers, as normal.

Flagboss Killed on Boss-Gargant: All other Gargants in the Mob count as being *out of command*.

Flagboss Killed on other Gargant: The Gargant counts as being *out of command*, even if it is within 24cm of the Boss-Gargant.

CREW CASUALTIES

Belly Gun: If there is only one unit of Gunners left, the gun suffers a -1 modifier to hit. If no units of Gunners are left, the gun may not be fired.

Enjun Room: If there is only one unit of Stokers left, the Gargant may not move at full speed. If all units of Stokers are killed, the Gargant may not move or turn for the rest of the battle.

Riggers: Dead units of Riggers cannot be used to fight fires or make repairs.

Boyz: Dead units of Boyz cannot be used to fire bolters or fight fires.

MADBOYZ ORDERS TABLE

	1-2	3-4	5-6
Assault Counter			
Enemy infantry stand within charge range	First Fire	Charge	Charge
Enemy within weapon range	Advance	First Fire	First Fire
Enemy in sight	Advance	Charge	Charge
No enemy in sight	No Orders	No Orders	Take & Hold
Defend Counter			
Enemy infantry stand within charge range	First Fire	Charge	Charge
Enemy within weapon range	First Fire	First Fire	Charge
Enemy in sight	First Fire	First Fire	Advance
No enemy in sight	No Orders	No Orders	Take & Hold
Hold Counter			
Enemy infantry stand within charge range	First Fire	Charge	First Fire
Objective not yet reached	First Fire	Advance	Advance
Enemy within weapon range	First Fire	First Fire	First Fire
Any other situation	First Fire	No Orders	No Orders

DETAILED DAMAGE SYSTEMS

Standard detachments for Ork forces are as follows:

Detachment Type	No. & Type of Units	Battle Rating
Warband	1 x Warboss Stand 2 x Nobz Stand 8 x 'Eavyboyz Stand 6 x Boyz Stand	650
Stormboyz	6 x Stormboyz Stand 2 x Commander	350
Madboyz	4 x Madboyz Stand	120
Field Gun Detachment	4 x Field Gun	80
War Buggy Detachment	4 x War Buggy	220
Warbike Detachment	4 x Warbike	220
Wartrak Detachment	4 x Wartrak	180
Battlewagon Detachment	4 x Battlewagon	300
Killer Detachment	4 x Killer Dreadnought	100
Onslaught Detachment	4 x Onslaught Dreadnought	260

Standard detachments for Eldar forces are as follows:

Detachment Type	No. & Type of Units	Battle Rating
Swooping Hawk Detachment	6 x Swooping Hawk Stand 2 x Commander	430
Avenging Warrior Detachment	6 x Avenging Warrior Stand 2 x Commander	580
Grav-Tank Detachment	3 x Falcon Grav-Tank	420
Field Artillery Detachment	3 x Field Artillery Unit	120
Jet Cycle Detachment	6 x Jet Cycles	180
War Cry Dreadnought Detachment	3 x War Cry Dreadnought	180
Banshee Dreadnought Detachment	3 x Banshee Dreadnought	180
Spirit Warrior Detachment	3 x Vampire Spirit Warrior	135
War Walker Detachment	3 x War Walker	270

Standard detachments for Imperial forces are as follows:

Detachment Type	Number and Type	Battle Rating
Predator Detachment	4 x Predator	540
Vindicator Detachment	4 x Vindicator	360
Termite Detachment	4 x Termite	420
Mole Detachment	2 x Mole	360
Bike Detachment	6 x Bike	150
Sidcar Detachment	6 x Bike Combo	150
Jet Bike Detachment	6 x Jet Bike	180
Land Speeder Detachment	6 x Land Speeder	240
Rapier Detachment	4 x Rapier	180
Tarantula Detachment	4 x Tarantula	160
Mole Mortar Detachment	6 x Mole Mortar	120
Thudd Gun Detachment	6 x Thudd Gun	120
Mutilator	2 Contemptor 1 Deredeo 1 Furibundus	160 points
Destroyer	2 Deredeo 2 Furibundus	200 points
Castellan maniple	4 x Castellan	105 points
Cataphract maniple	4 x Cataphract	165 points
Colossus maniple	4 x Colossus	120 points
Conqueror maniple	4 x Conqueror	120 points
Crusader maniple	4 x Crusader	165 points

CLOSE COMBAT

CLOSE COMBAT OPTIONS

All-out Attack: The Titan hurls itself at its opponent, attacking by every available means and throwing defence to the winds. It may attack once with each close combat weapon; it may also make two improvised attacks. The Titan will generally get to attack first, but leaves itself vulnerable to any counter-attacks the opponent may make. This option is particularly devastating if the opponent is attempting to disengage or is damaged and unable to attack.

Attack: This is a more measured attack. While it is not as deadly as an all-out attack, the Titan is less likely to be caught flat-footed by a counter-attack.

Defend: The Titan concentrates on parrying any attacks made against it. This generally means that the Titan will attack second, but makes it much more difficult for opponents to hit with any close combat weapons.

Side-step: This is a defensive option which is very effective if the opponent has chosen an all-out attack. It also allows the Titan to turn up to 45° before it makes any attacks.

Step Back: The Titan takes a step or two back in order to be able to fire its ranged weapons. This is a sensible choice for Titans with damaged close combat weapons, or no close combat weapons at all, or with a large number of ranged weapons. It also allows the Titan to turn up to 45° before it makes any attacks.

Turn Around: This option will usually only be chosen by a Titan that has been blind-sided by an opponent. The Titan may make as many turns as is permitted with advance orders. It turns in place, and does not move.

Disengage: This option allows the Titan to move away from its opponent, and leave close combat. Disengaging can be risky, especially if your opponent chooses the all-out attack or attack options.

RESTRICTIONS

In some circumstances, a player may not be able to choose certain options:

Reactor Damaged: Titans with a damaged reactor may not choose any options; they may neither move or attack. See *Attacking Opponents Without a Combat Option* below.

MIUs Damaged: Roll 1D6 for each Titan with damaged MIUs: 1-3 = may not choose an option, may neither move nor attack; 4-6 = may choose an option.

Legs Damaged: Titans with damaged legs may not choose side-step or disengage options.

Blind-sided: A Titan whose opponent (or primary target if outnumbered - see *Multiple Combats* below) is in its rear 180° arc may only choose side-step, turn around or disengage options.

TO HIT MODIFIERS

The only to hit modifiers that are used are those listed on the combat option cards chosen by each player, and those listed on the *Close Combat Modifiers Table*. No other modifiers apply.

CLOSE COMBAT MODIFIERS TABLE	
Close Combat Weapons	
Attacker has the Close Combat Attack skill	1
Battle Titan attacking Scout Titan	+1
Scout Titan attacking Battle Titan	-1
Defender has the Close Combat Defence skill	-1
Ranged Weapons	
Attacker has the Accuracy skill	+1

OPPONENTS WITHOUT A COMBAT OPTION

If your opponent is unable to choose a combat option card due to damage, you do not choose a card yourself. Instead, you may choose to do *one* of the following:

- Attack with close combat weapons
- Attack with ranged weapons
- Turn around
- Disengage

All weapons *automatically* hit if you decide to attack.

ROBOT ORDERS TABLE

BATTLE PROGRAM	Orders
Enemy infantry stand within charge range	Charge
Enemy within weapon range	First fire
Enemy in sight	Advance
No enemy in sight	No orders
SUPPORT PROGRAM	Orders
Enemy infantry stand within charge range	Fall back
Enemy within weapon range	First fire
Enemy in sight	Advance
No enemy in sight	No orders
DEFENSIVE PROGRAM	Orders
Enemy infantry stand within charge range	Charge
Enemy within weapon range	First fire
Enemy in sight	First fire
No enemy in sight	No orders
TAKE & HOLD	Orders
Enemy infantry stand within charge range	Charge
Objective not yet reached	Advance
Enemy within weapon range	First fire
Any other situation	No orders

Charge Orders: Charge nearest enemy infantry stand - the robots must enter close combat if possible.

Advance Orders: Advance towards nearest enemy (except *Take & hold* - see below).

First Fire Orders: Fire on nearest enemy.

Fall Back Orders: Move directly away from the enemy infantry stand. If there is more than one enemy unit within charge range or if the fall back move would take the detachment into another stand's charge range), the detachment should move so that it ends up further from any enemy infantry stand than when it began the move.

No Orders: The detachment remains stationary. If the enemy move with weapon range later in the movement phase, the robots fire at the nearest enemy during the advance segment of the combat phase.

SKIMMER AGAINST TITAN RAM TABLE

Titan has operating void shields	
Beats Titan's score: skimmer destroyed, 1 void shield knocked down on Titan.	
Equals Titan's score or less: skimmer destroyed; Titan not affected.	
Titan has no operating void shields	
Beats Titan's score by 3 or more: skimmer destroyed; Titan takes <i>Critical Damage</i> .	
Beats Titan's score by 1-2: skimmer destroyed; Titan takes <i>Superficial Damage</i> .	
Equals Titan's score or less: skimmer destroyed; Titan not affected.	



	TITAN I.D.	CLASS	VARIANT		
SPEED	MANOEUVRABILITY	ARMOUR RATING	V.S.G.	BATTLE RATING	KILLS
RIGHT CARAPACE			LEFT CARAPACE		
CONFIGURATION-			CONFIGURATION-		
RIGHT ARM			LEFT ARM		
CONFIGURATION-			CONFIGURATION-		
NOTES			CREW EXPERIENCE POINTS		CREW RE-ROLLS
			SKILLS, DEVICES & REMARKS		

	HONOUR POINTS				ARMOURY POINTS						
ORDER	GRAND MASTER	MOTTO	FORGE WORLD	I.D.	CLASS	VARIANT	BATTLE RATING	CREW EXP.	CREW SKILLS	DEVICES	
				TYPE OF MISSILE	BLIND	HAYWIRE	MINE	PLASMA	STASIS	VORTEX	WARP
				NUMBER OF MISSILE							
				NOTES							

	TITAN I.D. 	CLASS 	VARIANT
	SPEED 	MANOEUVRABILITY 	ARMOUR RATING
RIGHT WING 		LEFT WING 	
RIGHT ARM 		LEFT ARM 	
NOTES 		CREW EXPERIENCE POINTS CREW RE-ROLLS SKILLS, DEVICES & REMARKS 	

	HONOUR POINTS				ARMOURY POINTS			
	I.D.	CLASS	VARIANT	BATTLE RATING	CREW EXP.	CREW SKILLS	DEVICES	
ELDAR CLAN								
FAMILY NAME								
ARDATHRICAINN								
BATTLE CRY								
						ARMOURY		
						NOTES		

	HONOUR POINTS		ARMOURY POINTS			
	GARGANT I.D.	WEAPONS	BATTLE RATING	CREW EXP.	REROLLS	KILLS
MOB						
TOP BOSS						
BATTLE CRY						
HOME WORLD						
ARMOURY						
NOTES						

KILLS		GARGANT I.D.		MOB		BATTLE RATING	
LOCATION DESTROYED D6	HEAD TURRET	BELLY GUN		LOCATION DESTROYED D6	D6 OFFICER CASUALTIES		
1	CONFIGURATION-	CONFIGURATION-		2	BRIDGE		
LOCATION DESTROYED D6	UPPER RIGHT TURRET	UPPER LEFT TURRET		LOCATION DESTROYED D6	1	KAPTAIN	
3	CONFIGURATION-	CONFIGURATION-		4	2	GUNBOSS	
LOCATION DESTROYED D6	LOWER RIGHT TURRET	LOWER LEFT TURRET		LOCATION DESTROYED D6	3	FLAGBOSS	
5	CONFIGURATION-	CONFIGURATION-		6	4	MATE	
POWER FIELDS				ENJUN ROOM			
1 2 3 4 5 6 7 8				5 BOSS MEK			
NOTES				BELLY GUN			
				6 TOP GUNBOY			
				D6 CREW CASUALTIES			
				ENJUN ROOM			
				1 STOKERS			
				BELLY GUN			
				2 GUNNERS			
				REPAIR CREW			
				3 RIGGERS			
				INFANTRY CREW			
				4-6 BOYZ			



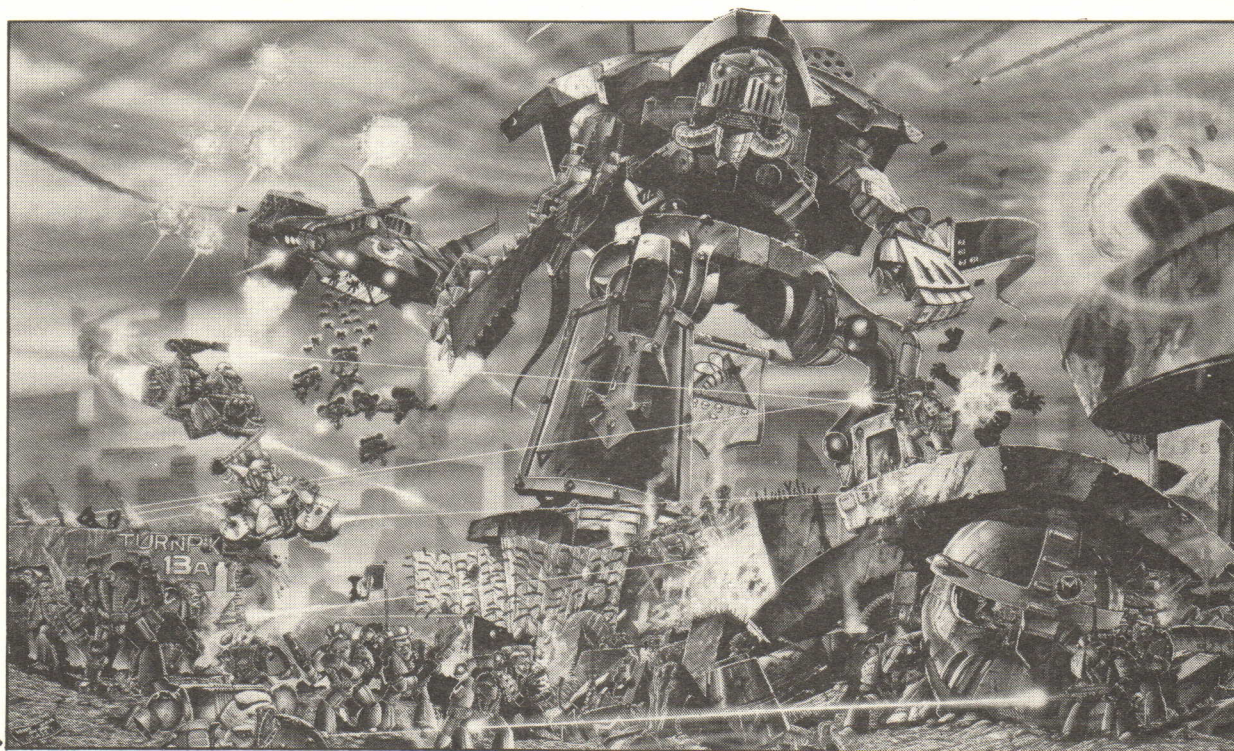
INFANTRY AND VEHICLES REFERENCE SHEET

INFANTRY STANDS	SPEED	SAVE	C.A.F.	WEAPONS		REMARKS	BATTLE RATING
				BASIC	SUPPORT		
COMMANDER	N/A	N/A	N/A	N/A	N/A	+1 CLOSE ASSAULT BONUS FOR STAND COMMANDER IS WITH	20
DEVASTATOR	8/16	4+	+2	BOLTERS	MISSILE LAUNCHER HEAVY BOLTER		110
SUPPORT	8/16	4+	+4	BOLTERS	MISSILE LAUNCHER		65
TACTICAL	8/16	4+	+2	BOLTERS	MELTA GUN		50
ASSAULT	8/16	4+	+4	BOLT PISTOLS	NONE		70

VEHICLES	SPEED	SAVE	C.A.F.	A.R.	WEAPONS	REMARKS	BATTLE RATING
LAND RAIDER	16/24	3+	+3/+1	0	LAS CANNONS (SwL2) (SwR2) HEAVY BOLTERS (FxR) (FxR)	MAY CARRY UP TO 2 INFANTRY STANDS ARMoured VEHICLE	200
RHINO	20/30	4+	+3/+1	+1	BOLTERS (T1) (T1)	MAY CARRY UP TO 2 INFANTRY STANDS ARMoured VEHICLE	45
WHIRLWIND	20/30	4+	+2/0	+1	MULTI-LAUNCHER (T1) BOLTERS (T1) (T1)	MAY CARRY UP TO 2 INFANTRY STANDS ARMoured VEHICLE	70
PREDATOR	20/40	4+	+2/+1	+1	AUTO-CANNON (T1). BOLTER (T1). LAS CANNONS (SwL) (SwR)	ARMoured VEHICLE	135
VINDICATOR	20/30	4+	+2/+1	0	THUNDERER (SwF)	ARMoured VEHICLE	90
TERMITE	16/24 (12)	4+	+2/0	+1	LAS CANNON (FxR2) HEAVY BOLTER (T1)	MAY CARRY 2 INF. STANDS. ARMoured VEHICLE. TUNNELLER	130
IMPERIAL MOLE	16/24 (10)	3+	+2/+1	0	MULTI-LAUNCHER (T12) HEAVY BOLTER (T12)	MAY CARRY 4 INF. STANDS. ARMoured VEHICLE. TUNNELLER	180
BEHEMOTH	4/8	3+	+3/+1	0	HEAVY PLASMA GUNS (SwL4) (SwR4) DEFENCE LASER (T1) HEAVY BOLTERS (SwL4) (SwR4)	MAY CARRY UP TO 8 INFANTRY STANDS OR EQUIVALENT. 2 POWER FIELDS TRANSPORT	305



VEHICLES	SPEED	SAVE	C.A.F.	A.R.	WEAPONS	REMARKS	BATTLE RATING
TARANTULA	8/16	NONE	-1/-3	+2	LAS-CANNON (T12)	LIGHT VEHICLE	40
RAPIER	24/36	6+	0/-2	+2	MULTI-LASER (SwF)	LIGHT VEHICLE	45
THUDD GUN	N/A/8	NONE	-1/-3	+2	THUDD GUN (SwF)	LIGHT VEHICLE, FIELD ARTILLERY	20
MOLE MORTAR	N/A/8	NONE	-1/-3	+2	MOLE MORTAR (SwF)	LIGHT VEHICLE, FIELD ARTILLERY	20
MOTORBIKE	32/48	NONE	0/-2	+2	BOLTER (FxF)	LIGHT VEHICLE	25
MOTORBIKE COMBINATION	24/36	NONE	0/-2	+2	BOLTER (FxF) MULTI-MELTA (SwF)	LIGHT VEHICLE	25
JET BIKE	30/60	NONE	0/-2	+2	BOLTER (FxF)	SKIMMER, LIGHT VEHICLE	30
LAND SPEEDER	24/36	6+	+1/-1	+2	MELTA GUN (FxF) MULTI-MELTA (T1)	SKIMMER, LIGHT VEHICLE	40
CONTEMPTOR DREADNOUGHT	6/12	6+	+1		BOLTER (RA) BOLTER (LA)	WALKER	30
DEREDEO DREADNOUGHT	6/10	6+	+1		BOLTER (LA) MISSILE LAUNCHER (RA)	WALKER	40
FURIBUNDUS DREADNOUGHT	4/8	5+	0		LAS-CANNON (LA)	WALKER	60
CONQUEROR ROBOT	6/12	6+	+1		AUTO-CANNON (FxF) HEAVY BOLTER (RA)	WALKER	40
CRUSADER ROBOT	8/16	NONE	+2		LAS-CANNON (FxF)	WALKER	55
COLOSSUS ROBOT	4/8	6+	0		MELTA GUN (FxF) BOLTER (RA)	WALKER	40
CATAPHRACT ROBOT	6/12	6+	+1		LAS-CANNON (FxF) BOLTER (LA), FLAMER (RA)	WALKER	55
CASTELLAN ROBOT	4/8	6+	0		HEAVY BOLTER (FxF)	WALKER	35
THUNDERBOLT	N/A	3+	0/-2	0	PLASMA CANNON (T1) MULTI LASERS (SwL) (SwR)	MAY CARRY UP TO 8 INFANTRY STANDS OR EQUIVALENT. DROP SHIP	235
ASSAULT LANDING POD	N/A	4+	N/A/-2	0	HEAVY PLASMA GUN (T1)	MAY CARRY 2 INFANTRY STANDS OR 4 DREADNOUGHTS	75
SUPPORT LANDING POD	N/A	4+	N/A/-2	0	PLASMA CANNON (T1)	NO REMARKS	145
DEATHWIND LANDING POD	N/A	4+	N/A/-2	0	DEATHWIND MULTI LAUNCHER	SEE TEXT FOR RULES	85



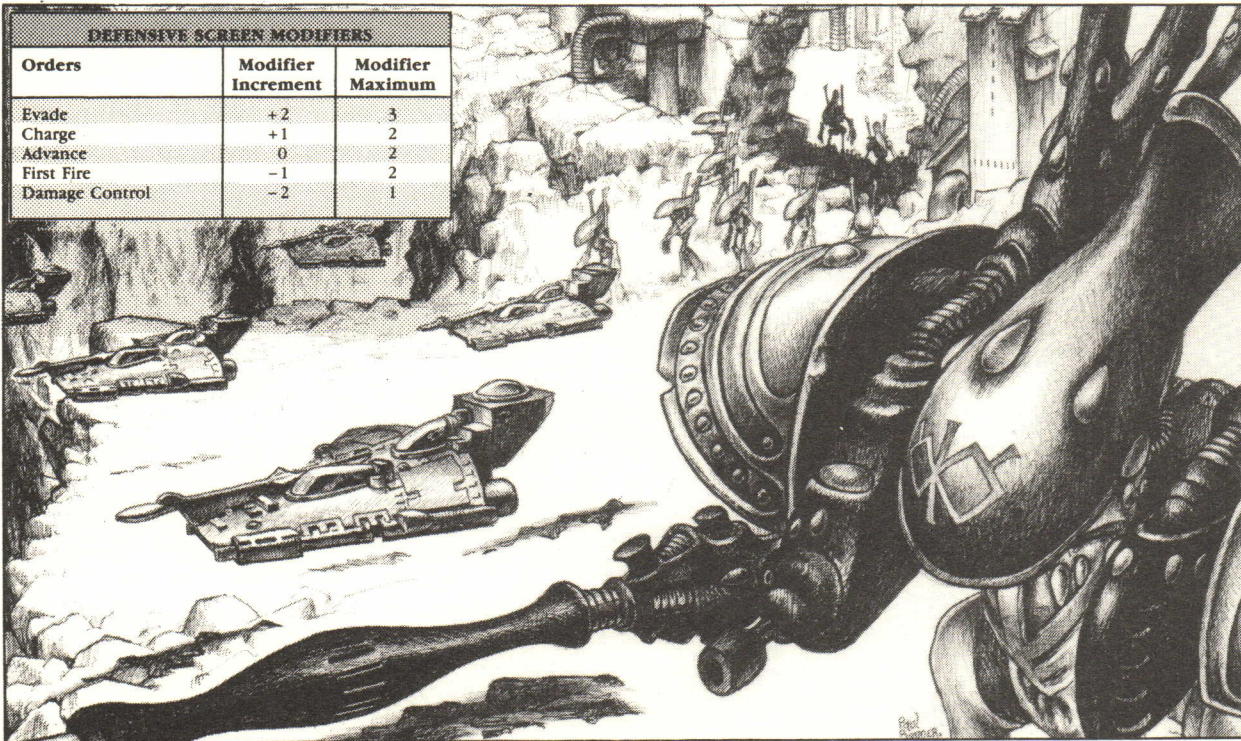


INFANTRY AND VEHICLES REFERENCE SHEET

INFANTRY STANDS	SPEED	SAVE	C.A.F.	WEAPONS		REMARKS	BATTLE RATING
				BASIC	SUPPORT		
COMMANDER	8/16	N/A	N/A	N/A	N/A	+1 CLOSE ASSAULT BONUS FOR STAND COMMANDER IS WITH	20
AVENGING WARRIORS	8/16	4+	+2	SHURIKEN CATAPULTS	LAS-CANNON	NO REMARKS	90
SWOOPING HAWKS	8/16	4+	+4	SHURIKEN PISTOLS	MELTA GUN	WEAR FLIGHT PACKS	65

VEHICLES	SPEED	SAVE	C.A.F.	A.P.	WEAPONS	REMARKS	BATTLE RATING
WARCRY DREADNOUGHT	6/12	6+	+3	+1	LAS-CANNON (LA) SHURIKEN CATAPULT (RA)	WALKER	60
BANSHEE DREADNOUGHT	6/12	6+	+2	+1	MISSILE LAUNCHER (FxF) FLAMER (LA) FLAMER (RA)	WALKER	60
VAMPIRE SPIRIT WALKER	6/12	6+	+3	+2	HEAVY PLASMA GUN (LA) SHURIKEN CATAPULT (RA)	WALKER	45
WAR WALKER	7/14	6+	+2	+1	LAS-CANNON (LA) SCATTER LASER (RA)	WALKER	90
FIELD ARTILLERY	NA/8	NONE	-1/-3	+2	LAS-CANNON (SwF)	LIGHT VEHICLE	40
JET CYCLE	32/64	NONE	0/-2	+2	SHURIKEN CATAPULT (FxF)	SKIMMER, LIGHT VEHICLE	30
FALCON GRAV-TANK	20/40	4+	+3/+1	0	GRADE 2 LAS-CANNON (FxF) SHURIKEN CANNON (FxF)	MAY CARRY 2 INF. STANDS OR 2 FIELD ARTILLERY. ARMoured VEHICLE	140

DEFENSIVE SCREEN MODIFIERS		
Orders	Modifier Increment	Modifier Maximum
Evade	+2	3
Charge	+1	2
Advance	0	2
First Fire	-1	2
Damage Control	-2	1

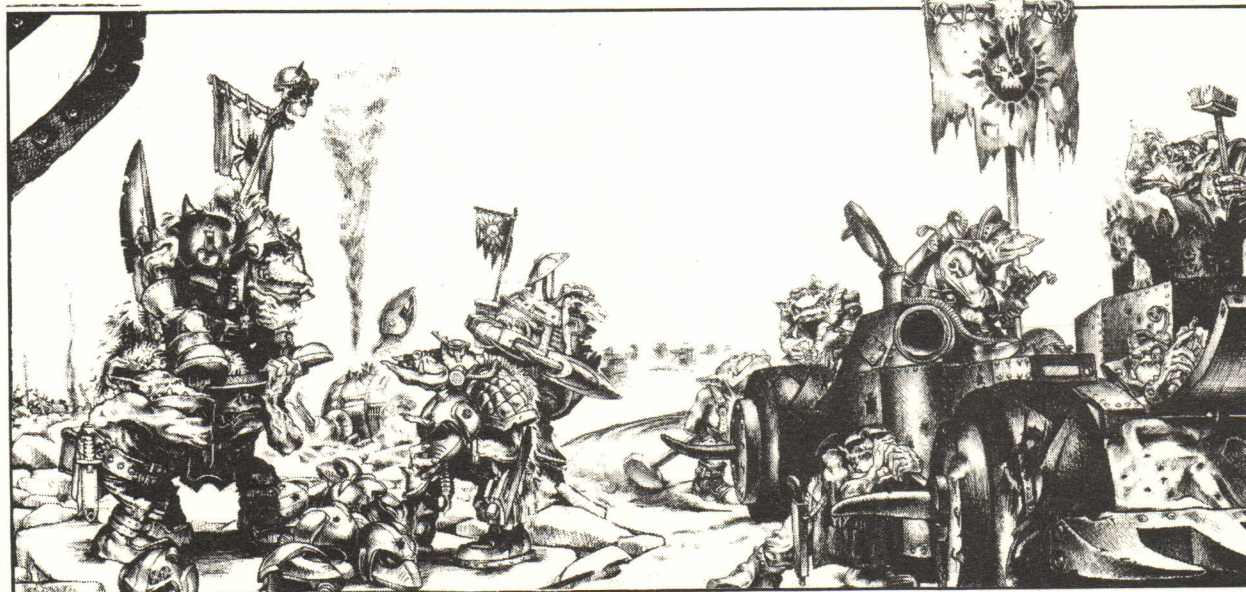


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INFANTRY AND VEHICLES REFERENCE SHEET

INFANTRY STANDS	SPEED	SAVE	C.A.F.	WEAPONS		REMARKS	BATTLE RATING
				BASIC	SUPPORT		
WARBOSS	8/16	3+	+5	BOLTERS	MISSILE LAUNCHER LAS-CANNON		100
NOBLES	8/16	4+	+4	BOLTERS	MELTA-GUN HEAVY PLASMA GUN		75
'EAVYBOYZ	8/16	5+	+1	BOLTERS	MELTA GUN		30
BOYZ	8/16	5+	+1	BOLTERS	NONE		20
MADBOYZ	8/16	5+	+4	BOLT PISTOLS	NONE		30
STORMBOYZ	8/16	5+	+2	BOLTERS	HEAVY PLASMA GUN		50
STORMBOYZ COMMAND	N/A	N/A	N/A	N/A	N/A	+1 CLOSE ASSAULT BONUS FOR STAND COMMANDER IS WITH	20

VEHICLES	SPEED	SAVE	C.A.F.	A.R.	WEAPONS	REMARKS	BATTLE RATING
KILLER DREADNOUGHT	6/12	6+	+3	+2	HEAVY BOLTER (LA)	WALKER	25
ONSLAUGHT. D.NOUGHT	6/12	6+	+4	+1	LAS-CANNON (RA) HEAVY BOLTER (LA)	WALKER	65
FIELD GUN	NA/8	NONE	-1/-3	+2	THUDD GUN (SwF)	MAY BE TOWED BY WARTRAK OR WAR BUGGY. FIELD ARTILLERY	20
WARTRAK	24/36	NONE	-0/-2	+2	LAS-CANNON (SwF)	MAY TOW FIELD GUN. LIGHT VEHICLE	45
WARBIKE	24/36	NONE	-0/-2	+2	AUTO CANNON (FxF2)	LIGHT VEHICLE	55
WAR BUGGY	24/36	6+	+1/-1	+2	MULTI MELTA(SwF)	MAY TOW FIELD GUN. LIGHT VEHICLE	55
BATTLEWAGON	20/30	4+	+4/+1	+1	AUTO CANNON (T1) HEAVY BOLTER (T1)	MAY CARRY 1 STAND INSIDE AND 1 STAND RIDING. ARMoured VEHICLE	75



DETAILED DAMAGE SYSTEM REFERENCE SHEET

VEHICLE AND TITAN TARGETS WEAPONS TABLE

Weapon ³	Range		To Hit Roll		Critical Hit Roll
	Short	Long	Short	Long	
Light Weapons					
Melta-gun	-	12cm	-	5 +	6 +
Plasma-gun ^{1, 2}	-	24cm	-	6 + (F)	
Heavy Weapons					
Auto-cannon	36cm	72cm	5 +	6 +	6 +
D-cannon	16cm	32cm	5 +	6 +	NA
Las-cannon	30cm	60cm	4 +	6 +	4 +
Missile launcher	36cm	72cm	5 +	6 +	5 +
Multi-laser ⁴	-	60cm	-	6 +	-
Multi-launcher	36cm	72cm	4 + (B)	6 + (B)	5 +
Multi-melta	12cm	24cm	5 +	6 +	3 +
Heavy plasma gun: ²					
Sustained	20cm	-	6 + (F)	-	6 +
Maximal	36cm	72cm	4 +	6 +	5 +
Pulse laser	30cm	60cm	3 + (B)	5 + (B)	4 +
Thunderer	-	18cm	-	3 +	3 +
Very Heavy Weapons					
Defence laser	72cm	-	3 + (B)	-	2 +
Macro-cannon	72cm	-	3 + (B)	-	3 +
Plasma cannon:					
Sustained	20cm	-	4 + (F)	-	6 +
Maximal	36cm	72cm	3 + (B)	6 + (B)	3 +
V-cannon	36cm	-	3 +	-	NA

NOTES

- 1 Roll 1D6; 1-2 = Deflected, 3-6 = Superficial damage.
- 2 May only fire if attacker has first fire orders. Ignore normal +1 modifier to hit for first fire orders.
- 3 Note that the *Basic Weapons* used by infantry do not affect Titans or vehicles, nor do heavy bolters or vehicle mounted bolters.
- 4 Roll a D6, 1-3: shot deflected, no damage. 4-6: shot hits, superficial damage.

INFANTRY TARGETS WEAPONS TABLE

Weapon	Range		To Hit Roll		Saving Throw Modifier
	Short	Long	Short	Long	
Basic Weapons ¹					
Bolt pistols	-	8cm	-	4 +	-1
Bolters	12cm	24cm	4 +	5 +	-1
Shuriken catapult (infantry)	12cm	24cm	2 +	4 +	-1
Shuriken pistol	-	8cm	-	4 +	-1
Light Weapons					
Vehicle mounted bolters	-	24cm	-	6 +	0
Melta-gun	-	12cm	-	6 +	-1
Plasma gun ^{2, 3}	8cm	24cm	4 +	5 +	-1
Shuriken catapult (vehicle)	-	24cm	-	6 +	-1
Heavy Weapons					
Auto-cannon	-	72cm	-	5 +	-1
Heavy bolter	20cm	40cm	4 +	6 +	-1
D-cannon	16cm	32cm	5 +	6 +	NA
Las-cannon	-	60cm	-	6 +	-1
Missile launcher:					
Frag missile	-	72cm	-	5 +	0
Plasma missile	-	72cm	-	5 +	-1
Mole mortar ⁴	6cm	48cm	-	5 + (B)	-1
Heavy plasma gun ^{2, 3}					
Sustained	20cm	40cm	4 +	6 +	-1
Maximal	-	72cm	-	5 +	-1
Multi-launcher	72cm	-	5 + (B)	-	-1
Multi-melta	12cm	24cm	4 +	5 +	-1
Multi-laser	20cm	60cm	4 +	5 +	-1
Pulse laser	30cm	60cm	5 + (B)	6 + (B)	-1
Scatter laser	20cm	60cm	3 +	4 +	-1
Shuriken cannon	20cm	40cm	4 +	6 +	-1
Thudd gun	-	36cm	-	5 + (B)	-1
Thunderer	-	18cm	-	4 + (B)	-2
Very Heavy Weapons					
Defence laser	72cm	-	4 + (B)	-	-2
Macro-cannon	72cm	-	4 + (B)	-	-2
Plasma cannon					
Sustained	20cm	40cm	4 + (F)	6 + (F)	-2
Maximal	36cm	72cm	4 + (B)	6 + (B)	-2

NOTES

- 1 Infantry units with charge orders may not use ranged weapons.
- 2 May only fire if attacker has first fire orders. Ignore normal modifier to hit for first fire orders.
- 3 Note that the *plasma gun* referred to in the *Adeptus Titanicus* rules is the *heavy plasma gun*.
- 4 6cm is the minimum range for the weapon; it may not fire at closer targets.

LEVEL OF DAMAGE

Use the following rule when rolling for the *level of damage* from a hit.

Consult the *Weapon Table* and find the *Critical Damage Roll* (CDR) for the weapon which scored the hit. Then roll a D6 and consult the following table:

D6 ROLL	WEAPON CDR					
	1	2	3	4	5	6
1	DEFLECTED					
2	CRITICAL DAMAGE					
3						
4						
5						
6						

REPAIR ROLLS

The repair rules in the *Adeptus Titanicus* rulebook are not substantially changed, but repair and malfunction rolls are now combined into a single dice roll.

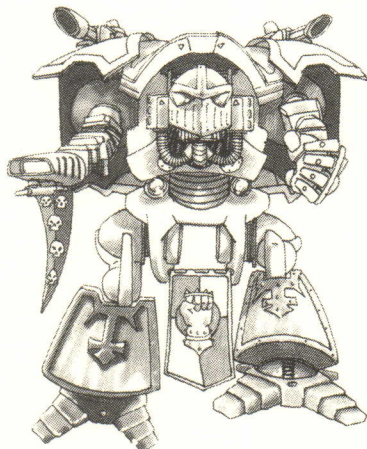
Any damaged weapon or system may be repaired, *unless the damage table specifically states otherwise*. Roll a D6, apply modifiers as normal, and consult the following table:

REPAIR TABLE	
Modified D6 Roll	Result
1 or less	Malfunction
2-4	Repair unsuccessful
5 or more	Repair successful
REPAIR ROLL MODIFIERS	
Damage Control orders.....	+1
Repair Systems damaged.....	-1

INJURED MODERATUS

Roll a D6 and consult the appropriate column of the table below.

RESULT BY TITAN CLASS			
D6 Roll	Warhound	Reaver	Warlord
1	Left Arm	Left Arm	Left Arm
2	Left Arm	Left Arm	Right Arm
3	Left Arm	Right Arm	Left Carapace
4	Right Arm	Right Arm	Right Carapace
5	Right Arm	Carapace	Roll Again
6	Right Arm	Carapace	Roll Again



DETAILED DAMAGE TABLES

SUPERFICIAL DAMAGE TABLE

2D6 Roll	Result								
2	Static - An electro-magnetic pulse surges through the Titan's electrical systems, disrupting them for a short time. The Titan may not do <i>anything</i> for the rest of this turn or any of the next turn. The damage is <i>automatically</i> repaired in the end phase of the next turn.								
3	Psychic Shock - One of the Titan's Moderati suffers a disabling MIU overload. Roll on the following table: <table> <tr> <th>D6 roll</th><th>Injured Moderatus</th></tr> <tr> <td>1-2</td><td>Left Arm</td></tr> <tr> <td>3-4</td><td>Right Arm</td></tr> <tr> <td>5-6</td><td>Carapace</td></tr> </table> Roll again if there is no carapace mount. The weapon in question may not be used for the rest of the game (note that the Carapace Moderatus of a Warlord controls <i>both</i> carapace-mounted weapons). At the end of the game, roll on the <i>Long-Term Injury Effects</i> table to determine the extent of injury.	D6 roll	Injured Moderatus	1-2	Left Arm	3-4	Right Arm	5-6	Carapace
D6 roll	Injured Moderatus								
1-2	Left Arm								
3-4	Right Arm								
5-6	Carapace								
4	Left Carapace - Any weapons mounted on the left carapace are <i>damaged</i> , but may be repaired. If the Titan has only one carapace location, like the Reaver Class, then this result affects that location. The hit has no effect if the target does not have any weapons in this location, or if they have already been destroyed.								
5	Weapon Sensors - The Titan's weapon sensors have been damaged, and may <i>not</i> be repaired. The Titan suffers a -1 modifier to hit from now on. Any further hits in this location have no effect.								
6	Left Arm - Any weapons mounted on the left arm are <i>damaged</i> , but may be repaired. The hit has no effect if the target does not have any weapons in this location, or if they have already been destroyed.								
7	Systems Failure If the Titan's MIUs or Reactor are already damaged, they <i>automatically</i> suffer <i>Catastrophic Damage</i> now. If neither is damaged, the hit has no effect.								
8	Right Arm - Any weapons mounted on the right arm are <i>damaged</i> , but may be repaired. The hit has no effect if the target does not have any weapons in this location, or if they have already been destroyed.								
9	Movement Sensors - The Titan's movement sensors have been damaged, and may <i>not</i> be repaired. The number of 45° turns it may make in a turn are reduced by one (to a minimum of 1). Any further hits in this location have no effect.								
10	Right Carapace - Any weapons mounted on the right carapace are damaged, but may be repaired. If the Titan has only one carapace location, like the Reaver Class, then this result affects that location. The hit has no effect if the target does not have any weapons in this location, or if they have already been destroyed.								
11	Repair Systems - The Titan's auto-repair systems have been damaged, and may <i>not</i> be repaired. All future repair rolls suffer a -1 modifier. Any further hits in this location have no effect.								
12	Knockout Blow - The head of the Titan is severely damaged, and may <i>not</i> be repaired. The Principes is injured and anti-personnel weapons may no longer be used. If the crew ejects later in the game, go straight to <i>Escape Table 2</i> . Any further hits in this location have no effect.								

CRITICAL DAMAGE TABLE

2D6 Roll	Result												
2	Reactor Damaged. Power output from the reactor is reduced to a mere trickle. All available power is being channelled into the auto-repair systems. The Titan may not be given any orders until the reactor is repaired, and therefore cannot move or fire. Even <i>Damage Control</i> orders are not allowed until the reactor is repaired, since there is not enough power for the additional damage control systems.												
3	Mind Impulse Units Damaged. The Titan is given orders as normal, but may go out of control. Until the mind impulse units are repaired, roll a dice at the start of each movement phase and each combat phase to see what the Titan will do. <table><tr><th>Dice Roll</th><th>Movement Phase</th><th>Combat Phase</th></tr><tr><td>1-3</td><td>Move normally</td><td>Fire normally</td></tr><tr><td>4-5</td><td>May not move</td><td>May not fire</td></tr><tr><td>6</td><td>Random move</td><td>Random fire</td></tr></table> <i>Random Move:</i> The opposing player may move the Titan, within the restrictions of the orders the Titan has for the turn. <i>Random Fire:</i> The Titan fires all of its weapons at the closest target available - friend or foe! - within the restrictions of the orders the Titan has for the turn and the rules for LOS. If there is a choice of targets, the opposing player can choose which weapons are used and what they are fired at. The Titan will not attack itself!	Dice Roll	Movement Phase	Combat Phase	1-3	Move normally	Fire normally	4-5	May not move	May not fire	6	Random move	Random fire
Dice Roll	Movement Phase	Combat Phase											
1-3	Move normally	Fire normally											
4-5	May not move	May not fire											
6	Random move	Random fire											
4	Left Carapace. Any weapons mounted on the left carapace are destroyed. If the Titan has only one carapace location, like the Reaver Class, then this result affects that location. Roll again if the target does not have any weapons in this location, or if they have already been destroyed.												
5	Void Shield Generators Destroyed. The Titan's void shield generators have been destroyed. All void shields are knocked down, and may <i>not</i> be repaired. The Titan is without void shields for the rest of the game. Count any further <i>Void Shield Generators Destroyed</i> results as <i>Reactor Damaged</i> hits instead.												
6	Left Arm. Any weapons mounted on the left arm are destroyed. Roll again if the target does not have any weapons in this location, or if they have already been destroyed.												
7	Legs Damaged. The Titan may no longer be given <i>Charge</i> orders. If it is given advance orders, it may only make one 45° turn during the course of the move. It may still make a 45° turn if it is given first fire orders. Damaged legs may <i>not</i> be repaired.												
8	Right Arm. Any weapons mounted on the right arm are destroyed. Roll again if the target does not have any weapons in this location, or if they have already been destroyed.												
9	Void Shield Generators Destroyed. See 5 above												
10	Right Carapace. Any weapons mounted on the right carapace are destroyed. If the Titan has only one carapace location, like the Reaver Class, then this result affects that location. Roll again if the target does not have any weapons in this location, or if they have already been destroyed.												
11	Mind Impulse Units Destroyed. See 3 above.												
12	Reactor Damaged. See 2 above.												

EPIC BATTLE DAMAGE SYSTEM REFERENCE SHEET

EPIC BATTLE DAMAGE SYSTEM VEHICLE & TITAN TARGETS WEAPONS TABLE

Attacker	Range		To Hit		Saving Throw Mod
	Short	Long	Short	Long	
Titan Weapons					
Auto-cannon	36	72	5+	6+	0
Las-cannon	30	60	4+	6+	-1
Multi-launcher	36	72	4+(B)	6+(B)	0
Multi-melta	12	24	5+	6+	-1
Heavy Plasma Gun	36	72	4+	6+	0
Defence Laser	72	-	3+(B)	-	-3
Macro-cannon	72	-	3+(B)	-	-2
Plasma Cannon	20	72	4+(F)	5+(B)	-1
Pulse Laser ¹	30	60	3+	5	-1
Distortion Cannon ²	16	32	5+	6+	NA
Vibro-cannon ³	36	-	2+	-	-
Gut Buster ⁴	72	-	3+(B)	-	-2
Eldar Artillery	30	60	4+	6+	-1
War Buggy, Land Speeder	12	24	5+	6+	-1
Rapier, Wartrak	30	60	4+	6+	-1
Tarantula	60	-	6+	-	+1
Land Raider	30	60	3+	5+	-1
Predator	36	72	4+	5+	-1
Whirlwind	36	72	4+(B)	6+(B)	0
Vindicator	18	-	3+	-	-1
Ork Battlewagon	36	72	5+	6+	0
Falcon Grav-tank	30	60	2+	5+	-1
Sentinel	60	-	6+	-	+1
Light Imperial Walker	36	72	5+	6+	0
Any Other Walker	30	60	4+	6+	-1
Marine Tactical, Avenging Warriors	36	72	5+	6+	0
Marine Assault, Swooping Hawks	12	-	5+	-	0
Ork Warboss	30	60	3+	5+	-1
Ork 'Eavyboyz	12	-	5+	-	0
Any Devastator	30	60	3+	5+	-1

1 Attack versus Titans causes D6 hits.

2 Destroys vehicles automatically (no save). Causes major damage vs Titans with no void shields.

3 Note move penalties from rules. Target suffers 3 hits per V-cannonb over one locked on in the end phase.

4 Note that the Gut Buster uses a larger burst template.

INFANTRY TARGETS WEAPONS TABLE

Attacker	Range		To Hit		Saving Throw Mod
	Short	Long	Short	Long	
Titan Weapons					
Auto-cannon	72	-	5+	-	-1
Las-cannon	60	-	6+	-	-1
Multi-launcher	72	-	5+(B)	-	-1
Multi-melta	12	24	4+	5+	-1
Heavy Plasma Gun	20	72	4+	5+	-1
Defence Laser	72	-	4+(B)	-	-2
Macro-cannon	72	-	4+(B)	-	-2
Plasma Cannon	20	72	4+(F)	5+(B)	-2
Pulse Laser	30	60	5+(B)	6+(B)	-1
Distortion Cannon ¹	16	32	5+	6+	NA
Gut Buster ²	72	-	3+(B)	-	-2
Mole Mortar	6	48	-	5+	0
Thudd Gun	36	-	5+(B)	-	0
Eldar Artillery	60	-	6+	-	-1
Ork Artillery	36	-	5+(B)	-	0
Motorbike, Warbike, Jet Cycle, Jet Bike	24	-	6+	-	0
War Buggy, Land Speeder	12	24	4+	5+	-1
Rapier, Wartrak	60	-	6+	-	-1
Tarantula	20	60	4+	5+	0
Land Raider	20	60	3+	6+	-1
Predator	24	72	4+	5+	-1
Rhino	24	-	6+	-	0
Whirlwind	72	-	5+(B)	-	-1
Vindicator	18	-	4+(B)	-	-2
Ork Battlewagon	20	72	3+	5+	-1
Falcon Grav-tank	20	60	3+	6+	-1
Sentinel	20	60	4+	5+	0
Light Imperial Walker	72	-	5+	-	-1
Heavy Imperial Walker	24	60	5+	6+	-1
Any Other Walker	20	60	4+	6+	-1
Marine Tactical, Avenging Warriors	24	72	4+	5+	-1
Marine Assault, Swooping Hawks	12	-	3+	-	-1
Ork Warboss	24	60	3+	6+	-1
Ork 'Eavyboyz	12	24	3+	5+	-1
Any Devastator	24	60	4+	6+	-1

1 Destroys infantry automatically

2 Note that the Gut Buster uses a larger burst template.

DETACHMENTS

When using this system, infantry and walker detachments are limited to those listed below; note that the battle rating of the detachments is unchanged.

INFANTRY DETACHMENTS	
Space Marines	
Tactical Detachment	8 x Tactical Stand, 2 x Commander
Assault Detachment	4 x Assault Stand, 1 x Commander
Devastator Detachment	4 x Devastator Stand, 1 x Commander
Orks	
Warband Detachment	8 x Boyz Stand, 1 x Warboss
Eldar	
Swooping Hawk Detachment	6 x Swooping Hawk Stand, 2 x Commander
Avenging Warrior Detachment	6 x Avenging Warrior Stand, 2 x Commander

WALKER DETACHMENTS	
Imperial	
Sentinel Detachment	4 x Sentinel
Light Detachment	4 x Deredo
Heavy Detachment	4 x Furibundus
Ork	
Ork Detachment	4 x Onslaught
Eldar	
Eldar Detachment	4 x War-Cry

REPAIR ROLLS

Repair and malfunction rolls are now combined into a single dice roll, using the *Repair Table*. In the *Epic Battle Damage System* repair rolls are only ever made for void shields and damaged reactors. Malfunctions only occur when rolling for a damaged reactor, and cause a *Reactor Meltdown* (see the *Catastrophic Damage Table*).

REPAIR TABLE	
Modified D6 Roll	Result
1 or less	Malfunction (reactors only)
2-4	Repair unsuccessful
5 or more	Repair successful
Repair Roll Modifiers	
Damage control orders	+1

VOLLEYS

The *Epic Battle Damage System* uses the principle of volleys to speed up the combat system.

TITANS

A Titan may fire one volley of shots from each of its weapons. If several weapons are fired at the same enemy Titan or detachment, they are combined into a single volley.

DETACHMENTS

Each detachment may fire one volley of shots at one enemy Titan or detachment. Detachments are not allowed to split their fire, all attacks must be made at the same target.

SUPPORT MISSILES

Each support missile counts as a volley in itself. The attacker may fire any weapons at the same target, counting these as a separate volley.

CLOSE COMBAT

All of a Titan's close combat attacks count as a single volley.

VEHICLE FIRE ARCS

Several vehicles have more than one weapon, each with its own arc of fire. When using these rules, a vehicle is allowed to attack as long as its target lies within the arc of fire of any one of its weapons.

TO HIT ROLLS

When a Titan fires a volley, a to hit roll is made for each grade of weapon that is fired at the target, as in the normal rules.

When a detachment fires a volley, one to hit roll is made for each vehicle or stand in the detachment that can fire at the target, rather than one to hit roll per weapon carried by the detachment. The *Epic Battle Weapons Tables* takes into account the number of weapons carried by a detachment in the to hit roll number.

Look up the to hit roll number on the relevant *Epic Battle Weapons Table*, depending upon whether the target is a Titan, a vehicle, or an infantry stand. The to hit roll depends on the weapon being used when a Titan fires, or the type of vehicle or stand when a detachment fires. The modifiers shown on the *Epic Battle Modifiers Table* apply to both weapon tables. Note that there is no longer a +1 to hit modifier for first fire orders. When firing at a detachment of enemy vehicles or infantry stands, always use the closest visible unit in the detachment to determine the range and any to hit modifiers for cover.

HITS ON VEHICLES & INFANTRY

Hits made upon a detachment should be randomly distributed amongst units that were visible to the attacker. Any units that are hit must then make a saving throw or they will be destroyed (note that critical hit rolls are not made against vehicles when using this system).

The saving roll for an infantry stand or vehicle is shown on the data sheet, and is modified by the saving roll modifier for the weapon or unit that scored the hit.

HITS ON TITANS

Each void shield will absorb one hit and then go down, as in the normal rules. For each remaining hit, the Titan must make a saving roll to avoid damage. The saving roll for all Titans is 3+, modified by the saving roll modifier of the attacking weapon or unit, as above.

THE DAMAGE TABLES

If a volley causes any real damage to a Titan (ie at least one hit that wasn't saved), it is necessary to roll on the damage tables. Note that only one roll is made per volley, regardless of the number of hits.

Roll a D6 and refer to the *Level of Damage Table*, modifying the score by the *Level of Damage Modifiers*.

LEVEL OF DAMAGE TABLE	
Modified D6 Roll	Level of Damage
1-6	Roll once on the <i>Minor Damage Table</i>
7-9	Roll once on the <i>Major Damage Table</i>
10+	Roll once on the <i>Catastrophic Damage Table</i>

LEVEL OF DAMAGE MODIFIERS	
Target's armour rating	+/- AR
Each successful hit from volley	+1
Each systems failure suffered by target	+1
Attacker has Marksmanship skill	+1

INFANTRY CLOSE ASSAULTS VS TITANS

If infantry manage to wedge a bundle of grenades in the Titan's leg, roll one the following table:

D6 Roll	Result
1-5	<i>Movement Systems</i> - see <i>Minor Damage Table</i>
6	<i>Crash</i> - see <i>Catastrophic Damage Table</i>

EPIC BATTLE MODIFIERS TABLE	
Target is vehicle in cover	-1
Target is infantry in soft cover*	-1
Target is infantry in hard cover	-2
Target's armour rating	+ AR
Target has fall back orders	-1
Attacker has charge orders	-1

* Infantry with first fire orders that are in the open count as being in-soft cover.

EPIC BATTLE DAMAGE TABLES

MINOR DAMAGE TABLE	
D6 Roll	Result
1-3	Systems Failure - Mark one <i>Systems Failure</i> hit on the Titan's roster sheet. The Titan suffers a +1 modifier when rolling for the level of damage for each systems failure hit it has suffered (see <i>Level of Damage</i> above).
4	Weapon Sensors - The Titan's weapon sensors have been damaged, and may not be repaired. The Titan suffers a -1 modifier to hit from now on. Any further hits in this location have no effect.
5	Movement Systems - The Titan's movement systems have been damaged, and may not be repaired. The number of 45° turns it may make in a turn are reduced by one (to a minimum of 1 cm), its advance move is reduced by 1 cm (to a minimum of 1 cm), and its charge move is reduced by 2 cm (to a minimum of 2 cm). The effect of any further hits in this location are cumulative, subject to a minimum of 1 cm charge move, 2 cm advance move, and one 45° turn per movement phase.
6	Static - An electro-magnetic pulse surges through the Titan's electrical systems, disrupting them for a short time. The Titan may not do anything for the rest of this turn or any of the next turn, apart from making repair rolls in the repair phase. The damage is automatically repaired in the end phase of the next turn.

MAJOR DAMAGE TABLE	
D6 Roll	Result
1	Left Carapace - Any weapons mounted on the left carapace are destroyed. If the Titan has only one carapace location, like the <i>Reaver Class</i> , then this result affects that location. If the target does not have any weapons in this location, or if they have already been destroyed, then apply a <i>Systems Failure</i> hit instead (see <i>Minor Damage Table</i>).
2	Right Carapace - Any weapons mounted on the right carapace are destroyed. If the Titan has only one carapace location, like the <i>Reaver Class</i> , then this result affects that location. If the target does not have any weapons in this location, or if they have already been destroyed, then apply a <i>Systems Failure</i> hit instead (see <i>Minor Damage Table</i>).
3	Left Arm - Any weapons mounted on the left arm are destroyed. If the target does not have any weapons in this location, or if they have already been destroyed, then apply a <i>Systems Failure</i> hit instead (see <i>Minor Damage Table</i>).
4	Right Arm - Any weapons mounted on the right arm are destroyed. If the target does not have any weapons in this location, or if they have already been destroyed, then apply a <i>Systems Failure</i> hit instead (see <i>Minor Damage Table</i>).
5	Void Shield Generators Destroyed - All the Titan's void shields are destroyed, and may not be repaired. The Titan is without void shields for the rest of the game. Count any further <i>Void Shield Generators Destroyed</i> results as <i>Reactor Shutdown</i> hits instead.
6	Reactor Shutdown - Power output from the reactor is reduced to a mere trickle. All available power is being channelled in to the auto-repair systems. The Titan may not be given any orders until the reactor is repaired, and therefore can neither move or fire. Even damage control orders are not allowed until the reactor is repaired. Any further hits to the reactor before it is repaired cause a <i>Reactor Meltdown</i> (see <i>Catastrophic Damage Table</i>).

CATASTROPHIC DAMAGE TABLE	
D6 Roll	Result
1	Mind Burn - The mind impulse system of the Titan goes haywire. The luckiest members of the crew are killed instantly by psychic shock; the rest are reduced to gibbering lunatics. The Titan is effectively destroyed and grinds to a halt, a grim statue towering over the battlefield. Leave the model standing in place where it was destroyed. It may not do anything for the rest of the game, but blocks LOS normally and may be salvaged - apart from the MIUs, which have been completely destroyed. Subsequent hits affect the Titan normally. The crew is treated as killed.
2-3	Crash - There are few sights more impressive in war than that of a Titan losing a leg. The metal giant totters for a few seconds, stabilising jets overload themselves trying to compensate, and finally the sixty-foot figure comes crashing down like a felled tree. Unless able to eject in the few seconds before the Titan falls, the crew will be killed or seriously injured in the crash. Use the scatter template to decide which way the Titan falls, and place it on its side lying in that direction. Any vehicles or stands fallen on will be destroyed (no saving throw).
4-6	Reactor Meltdown - When a Titan's plasma reactor suffers serious damage it will become unstable almost instantly. The Titan is vapourised in an unstoppable and spectacular meltdown. It is removed from play. All units within 8 cm must roll for damage as if hit by a plasma cannon firing on maximal.

SIDE-STEP

Opponent's Choice	Order of Attack	Weapon Selection
All-out Attack	Attack First	Close Combat
Attack	Attack Second	Close Combat
Defend	Attack First	Close Combat
Side-step	Simultaneous	Close Combat
Step Back	Attack Second	Ranged Weapons
Turn Around	Attack Second	Close Combat
Disengage	Attack First	Ranged Weapons ²

Special Rules

You may make *one* 45° turn immediately before you attack.

Notes

1. Your opponent is allowed to turn *before* you can attack. If you are still in your opponent's rear 180° arc you gain +1 to hit with all your attacks.
2. Your opponent is able to get some way away before you fire, and all your attacks take place *outside* your opponent's void shields.

STEP BACK

Opponent's Choice	Order of Attack	Weapon Selection
All-out Attack	Attack Second	Close Combat
Attack	Attack Second	Ranged Weapons
Defend	Attack First	Ranged Weapons
Side-step	Attack First	Ranged Weapons
Step Back	Simultaneous	Ranged Weapons ¹
Turn Around	Attack Second	Ranged Weapons
Disengage	Attack First	Ranged Weapons ²

Special Rules

None.

Notes

1. Your opponent is allowed to turn *before* you can attack. If you are still in their rear 180° arc you gain +1 to hit with all your attacks.
2. Your opponent is able to get some way away before you fire, and all your attacks take place *outside* your opponent's void shields.

TURN AROUND

Opponent's Choice	Order of Move	Weapon Selection
All-out Attack	Move Second	May Not Attack
Attack	Move Second	May Not Attack
Defend	Move First	May Not Attack
Side-step	Move First	May Not Attack
Step Back	Move First	May Not Attack ¹
Turn Around	See Notes	May Not Attack ¹
Disengage	Move Second	May Not Attack ²

Special Rules

You may make as many 45° turns as if you had advance orders, but you may *not* attack.

Notes

1. Both players roll a D6. Reroll any ties. The player with the lower score must move first.
2. Your opponent must make his disengaging move *before* you turn around.

DISENGAGE

Opponent's Choice	Order of Move	Weapon Selection
All-out Attack	Move Second	May Not Attack
Attack	Move Second	May Not Attack
Defend	Move Second	May Not Attack
Side-step	Move Second	May Not Attack
Step Back	Move Second	May Not Attack
Turn Around	Move First	May Not Attack ¹
Disengage	See Notes	May Not Attack ¹

Special Rules

You may only leave close combat by using this option. You may make a normal charge move, including as many turns as you are allowed. You may not finish the move in base-to-base contact with *any* enemy model.

You may *not* disengage if you have damaged *legs* or *reactor*. If you have damaged MUs you must roll 4+ on a D6 in order to disengage. If you fail the roll you stay in place and may not attack.

Notes

1. Both players roll a D6. Reroll any ties. The player with the lower score must move first.

ALL-OUT ATTACK

Opponent's Choice	Order of Attack	Weapon
All-out Attack	Simultaneous	Close Combat
Attack	Attack First	Close Combat
Defend	Attack First	Close Combat
Side-step	May Not Attack	May Not Attack
Step Back	Attack First	Close Combat
Turn Around	Attack First	Close Combat ¹
Disengage	Attack First	Close Combat ²

Special Rules

You may make *two* improvised attacks, and add +1 to the number of critical hits you inflict with any close combat weapons or improvised attacks. All opponents attack you at +1 to hit with close combat weapons and improvised attacks.

Notes

1. You attack before your opponent can turn. If you are in your opponent's rear 180° arc, you gain +1 to hit.
2. You catch your opponent as he attempts to turn around. All of your attacks *automatically* hit.

CLOSE COMBAT OPTION CARDS

ATTACK

Opponents Choice	Order of Attack	Weapon Selection
All-out Attack	Attack Second	Close Combat
Attack	Simultaneous	Close Combat
Defend	Attack First	Close Combat
Side-step	Attack First	Close Combat
Step Back	Attack First	Ranged Weapons
Turn Around	Attack First	Close Combat ¹
Disengage	Attack First	Ranged Weapons ²

Special Rules

None.

Notes

1. You attack before your opponent can turn. If you are in your opponent's rear 180° arc, you gain +1 to hit.
2. You are able to fire your ranged weapons before your opponent has got too far away. All your attacks take place inside your opponent's void shields, and receive a +1 modifier to hit.

DEFEND

Opponent's Choice	Order of Attack	Weapon Selection
All-out Attack	Attack Second	Close Combat
Attack	Attack Second	Close Combat
Defend	Simultaneous	Close Combat
Side-step	Attack Second	Close Combat
Step Back	Attack Second	Ranged Weapons
Turn Around	Attack Second	Close Combat ¹
Disengage	Attack First	Ranged Weapons ²

Special Rules

All opponents using close combat weapons and improvised attacks receive a -2 modifier to hit.

Notes

1. Your opponent is allowed to turn *before* you can attack. If you are still in your opponent's rear 180° arc you gain +1 to hit with all your attacks.
2. Your opponent is able to get some way away before you fire, and all your attacks take place *outside* your opponent's void shields.

SIDE-STEP

Opponent's Choice	Order of Attack	Weapon Selection
All-out Attack	Attack First	Close Combat
Attack	Attack Second	Close Combat
Defend	Attack First	Close Combat
Side-step	Simultaneous	Close Combat
Step Back	Attack Second	Ranged Weapons
Turn Around	Attack Second	Ranged Weapons ¹
Disengage	Attack First	Close Combat ²

Special Rules

You may make *one* 45° turn immediately before you attack.

Notes

1. Your opponent is allowed to turn *before* you can attack. If you are still in your opponent's rear 180° arc you gain +1 to hit with all your attacks.
2. Your opponent is able to get some way away before you fire, and all your attacks take place *outside* your opponent's void shields.

STEP BACK

Opponent's Choice	Order of Attack	Weapon Selection
All-out Attack	Attack Second	Close Combat
Attack	Attack Second	Ranged Weapons
Defend	Attack First	Ranged Weapons
Side-step	Simultaneous	Ranged Weapons
Step Back	Attack Second	Ranged Weapons ¹
Turn Around	Attack Second	Ranged Weapons ²
Disengage	Attack First	Ranged Weapons

Special Rules

None.

Notes

1. Your opponent is allowed to turn *before* you can attack. If you are still in their rear 180° arc you gain +1 to hit with all your attacks.
2. Your opponent is able to get some way away before you fire, and all your attacks take place *outside* your opponent's void shields.

TURN AROUND

Opponent's Choice	Order of Move	Weapon Selection
All-out Attack	Move Second	May Not Attack
Attack	Move Second	May Not Attack
Defend	Move First	May Not Attack
Side-step	Move First	May Not Attack
Step Back	Move First	May Not Attack ¹
Turn Around	See Notes	May Not Attack ²
Disengage	Move Second	May Not Attack

Special Rules

You may make as many 45° turns as if you had advance orders, but you may *not* attack.

Notes

1. Both players roll a D6. Reroll any ties. The player with the lower score must move first.
2. Your opponent must make his disengaging move *before* you turn around.

DISENGAGE

Opponent's Choice	Order of Move	Weapon Selection
All-out Attack	Move Second	May Not Attack
Attack	Move Second	May Not Attack
Defend	Move Second	May Not Attack
Side-step	Move Second	May Not Attack
Step Back	Move Second	May Not Attack
Turn Around	Move First	May Not Attack
Disengage	See Notes	May Not Attack ¹

Special Rules

You may only leave close combat by using this option. You may make a normal charge move, including as many turns as you are allowed. You may not finish the move in base-to-base contact with *any* enemy model.

You may *not* disengage if you have damaged *legs* or *reactor*. If you have damaged MII's you must roll 4+ on a D6 in order to disengage. If you fail the roll you stay in place and may not attack.

Notes

1. Both players roll a D6. Reroll any ties. The player with the lower score must move first.

ALL-OUT ATTACK

Opponent's Choice	Order of Attack	Weapon
All-out Attack	Simultaneous	Close Combat
Attack	Attack First	Close Combat
Defend	Attack First	Close Combat
Side-step	May Not Attack	May Not Attack
Step Back	Attack First	Close Combat ¹
Turn Around	Attack First	Close Combat ¹
Disengage	Attack First	Close Combat ²

Special Rules

You may make *two* improvised attacks, and add +1 to the number of critical hits you inflict with any close combat weapons or improvised attacks. All opponents attack you at +1 to hit with close combat weapons and improvised attacks.

Notes

1. You attack before your opponent can turn. If you are in your opponent's rear 180° arc, you gain +1 to hit.
2. You catch your opponent as he attempts to turn around. All of your attacks *automatically* hit.

ATTACK

Opponent's Choice	Order of Attack	Weapon Selection
All-out Attack	Attack Second	Close Combat
Attack	Simultaneous	Close Combat
Defend	Attack First	Close Combat
Side-step	Attack First	Close Combat
Step Back	Attack First	Ranged Weapons
Turn Around	Attack First	Ranged Weapons ¹
Disengage	Attack First	Ranged Weapons ²

Special Rules

None.

Notes

1. You attack before your opponent can turn. If you are in your opponent's rear 180° arc, you gain +1 to hit.
2. You are able to fire your ranged weapons before your opponent has got too far away. All your attacks take place inside your opponent's void shields, and receive a +1 modifier to hit.

DEFEND

Opponent's Choice	Order of Attack	Weapon Selection
All-out Attack	Attack Second	Close Combat
Attack	Attack Second	Close Combat
Defend	Simultaneous	Close Combat
Side-step	Attack Second	Close Combat
Step Back	Attack Second	Ranged Weapons
Turn Around	Attack Second	Close Combat ¹
Disengage	Attack First	Ranged Weapons ²

Special Rules

All opponents using close combat weapons and improvised attacks receive a -2 modifier to hit.

Notes

1. Your opponent is allowed to turn *before* you can attack. If you are still in your opponent's rear 180° arc you gain +1 to hit with all your attacks.
2. Your opponent is able to get some way away before you fire, and all your attacks take place *outside* your opponent's void shields.

CLOSE COMBAT OPTION CARDS

WARP RUNNERS

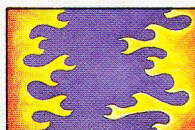
IMPERIAL ORDER

Base colours: Moody Blue, Enchanted Blue. Weapons/edgings - Chaos Black. Head - Sunburst Yellow/Shining Gold.

Highlights: Legs/carapace - base colour/Skull White mix blended in. Weapons/edges - drybrushed with Chainmail/Mithril Silver. Head - Sunburst Yellow/Shining Gold mix.

Shading: Carapace/legs - blue ink blended in. Head - orange and yellow ink blended in. Metal areas - black and blue ink wash.

Camouflage scheme: Skull White, then Sunburst Yellow/Shining Gold and red ink blended onto 'base' of flames.



CARAPACE
COLOUR
SCHEME



MORNING STARS

IMPERIAL ORDER

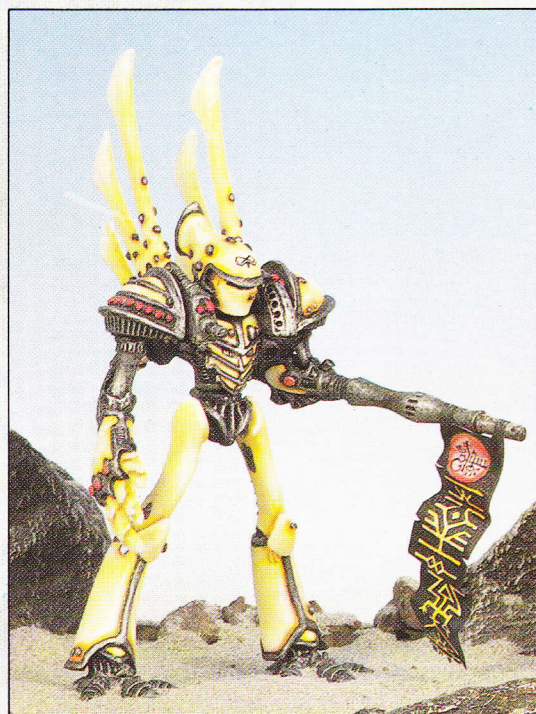
Base colours: Body/face/carapace/legs - Woodland Green. Camouflage - Orc Brown. Weapons - Chaos Black. Edges - Spearstaff Brown.

Highlights: Body/face/carapace/legs - Woodland Green then Bileous Green. Camouflage areas - Orc Brown then Skull White. Weapons - Chainmail then Mithril Silver.

Shading: Green areas - Woodland Green then Chaos Black, blended in. Edges - yellow and brown ink. Camouflage areas - brown ink.

Camouflage scheme: Moody Blue stripes/checks painted over base colour. Highlighted with Moody Blue and Enchanted Blue.

CARAPACE
COLOUR
SCHEME



FIR FARILLECASSION

(WATCHERS OVER ANCIENT WRONGS)

ELDAR CLAN

Base colours: Sunburst Yellow. Edges/weapons - Chaos Black.

Highlights: Sunburst Yellow and Skull White, gradually adding more white and blending onto model. Weapons etc - drybrushed with Chainmail then Mithril Silver.

Shading: yellow ink blended round edge of large areas. Wash of blue/black ink over weapons and edges.

FIR DINILAINN

(PROTECTORS OF THE FALLEN)

ELDAR CLAN

Base Colours: Main body - Imperial Purple. Edges/weapons - Chaos Black.

Highlights: Imperial Purple and Skull White, then Imperial Purple, Electric Blue and Skull White blended onto model. Edges/weapons - Shining Gold.

Shading: Purple and blue inks blended over large areas. Brown ink wash over weapons.

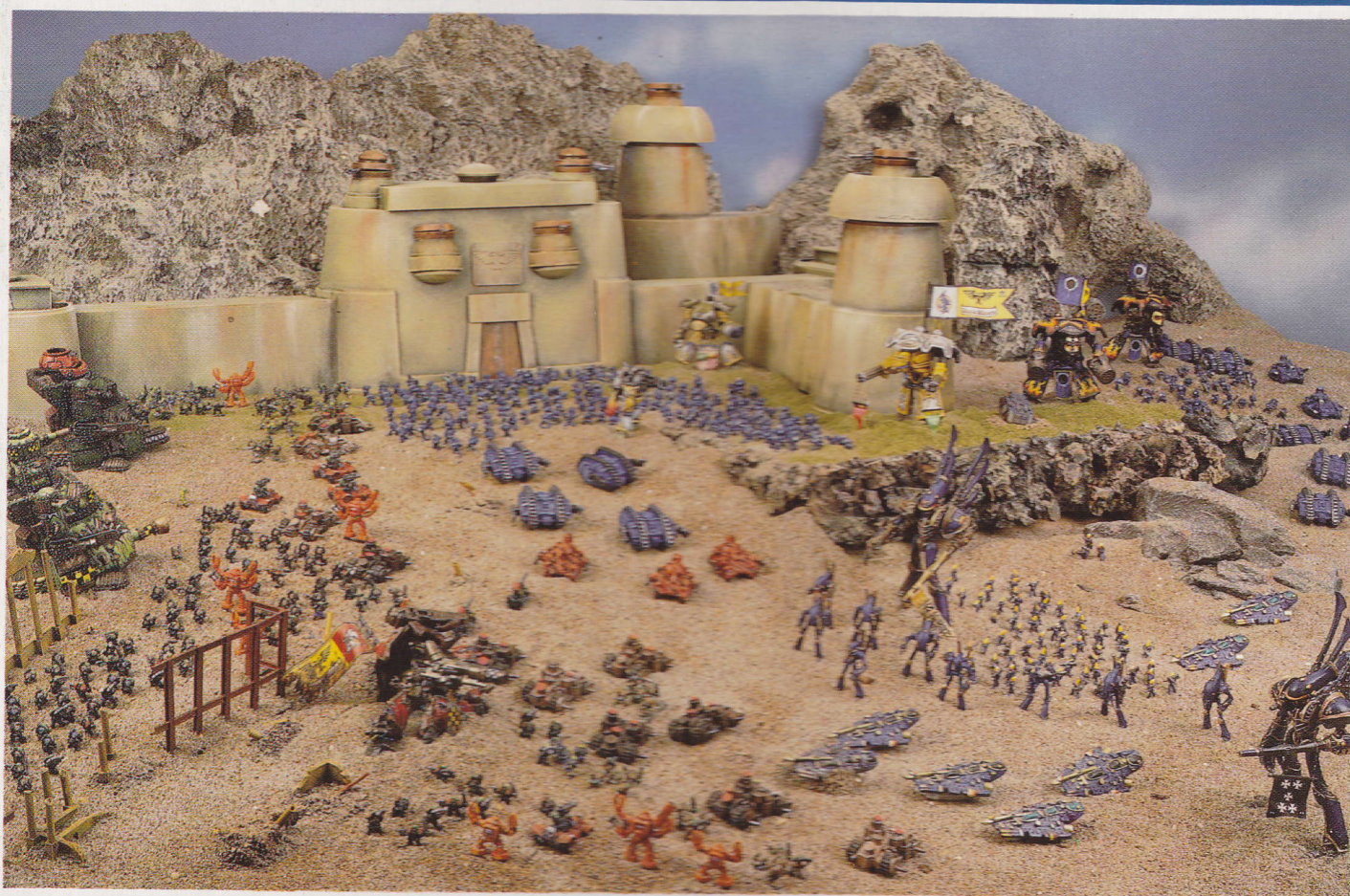


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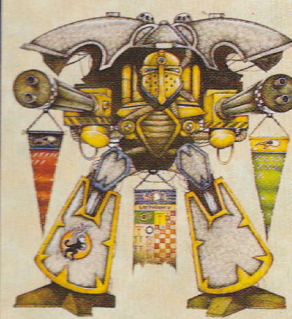
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SPACE MARINE™



SPACE MARINE™

HOW TO USE THE RULEBOOK

This rulebook is split into four main sections. The *Background* relates a brief history of the Imperium and the beginnings of the terrible civil war known as the Horus Heresy which for the first time pitted Marine against fellow Marine.

The *Vehicle Rules* give you everything you need to know for battles between armoured vehicles, allowing you to recreate the great armour battles of the Horus Heresy.

The *Infantry Rules* give you all the necessary information for fighting infantry battles, as well as mixed battles involving both infantry and armour.

The *Advanced Game* gives you various rules expansions to try once you're familiar with the main game rules. These include elite detachments, heroic actions by commanders and off-table support. This section also includes full rules for combining this game with *Adeptus Titanicus*, to fight epic battles with infantry, armour and Titans.

The three rules sections of the rules book are arranged in order of complication, so you will probably find it easiest to start with pure armour battles, adding infantry once you're comfortable with the vehicle rules and finally moving on to the advanced rules. Each section also includes ready-to-play battle scenarios, recreating the greatest conflicts of the Heresy.

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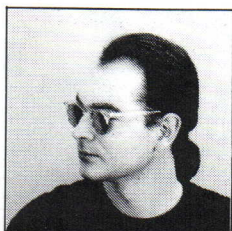
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A **GAMES WORKSHOP** PRODUCT

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BACKGROUND

Give me one hundred Space Marines. Or failing that, give me a thousand other troops.
- Imperial Commander Rogal Dorn

It is a desperate time. Humanity's greatest champion has become its deadliest enemy. Now he leads an army against Terra itself. An army of the ultimate Human warriors - an army of Space Marines.



On the feral world of Davin, Imperial Warmaster Horus was possessed by a creature from the Warp. He has turned against the Imperium of Humanity, and so have the thousands of bio-engineered super-warriors who follow him. War rages across the galaxy between the loyalists and the rebels. The Emperor's palace on Terra is besieged. Rebellion and civil war flare up on millions of worlds. Brother fights brother, and Marine fights Marine. The greatest warriors Humanity has ever known, turned against each other.

The adjutant came smartly to attention before the vast wooden desk.

"The local representatives are outside, my lord Warmaster." The Warmaster nodded once, without looking up from the stack of reports.

"Thank you, Bejaind. Make them comfortable and tell them I shall join them directly." Bejaind cleared his throat nervously.

"Permission to speak freely... my lord?" This time, the Warmaster looked up. The adjutant tried to hold his ice-blue gaze, and failed.

"I know, Bejaind." said the Warmaster. "You're not happy about this warrior-lodge initiation."

"So soon after your illness, my lord..."

"From which I am fully recovered. I had the Apothacaria of five Space Marine chapters fighting for the honour of healing me. I've been back to full duties for a week now, with no ill-effects. Your concern is touching, but unnecessary." Bejaind shuffled uncomfortably.

"But, my lord, we don't know what's involved..."

"I have a reasonable idea. A little pain, to be endured without crying out; duels with a range of primitive weapons; trials of strength and speed; a few primitive rituals - little different from mystic warrior lodges in any other feral-world culture. You know Imperial policy; establish ties which can be exploited in later recruitment."

He paused.

"This really is bothering you, isn't it?"

The adjutant tried to meet his gaze, and failed again.

"Listen, Bejaind. You are an outstanding staff officer, and I value your loyalty and concern. But why does one warrior-lodge initiation on one feral world disturb you so? I've gone through more than twenty of these rituals in the past. I've been a Space Marine and a commander of Marines for more

than a century. You need have no fears for me."

"My lord, I..."

The Warmaster rose abruptly.

"Enough." His voice was softer, more dangerous. "I am Horus, General and Warmaster. The first soldier of the Imperium, subordinate only to the Emperor himself. Shall it be said that Horus ran away from a hutful of savages?"

Bejaind struggled for words.

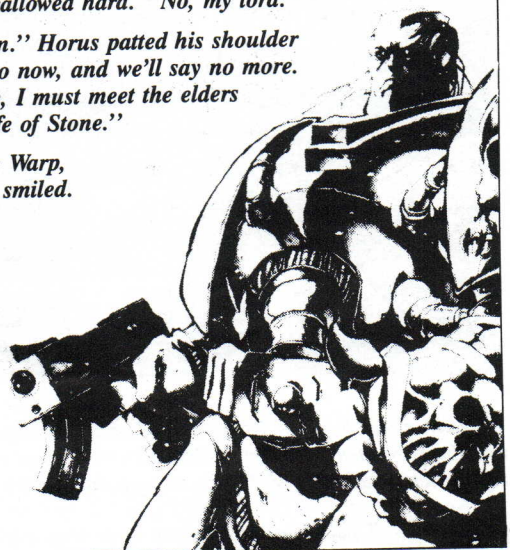
"My lord... I have had - dreams..." His distress was genuine. Horus laid a hand on his shoulder.

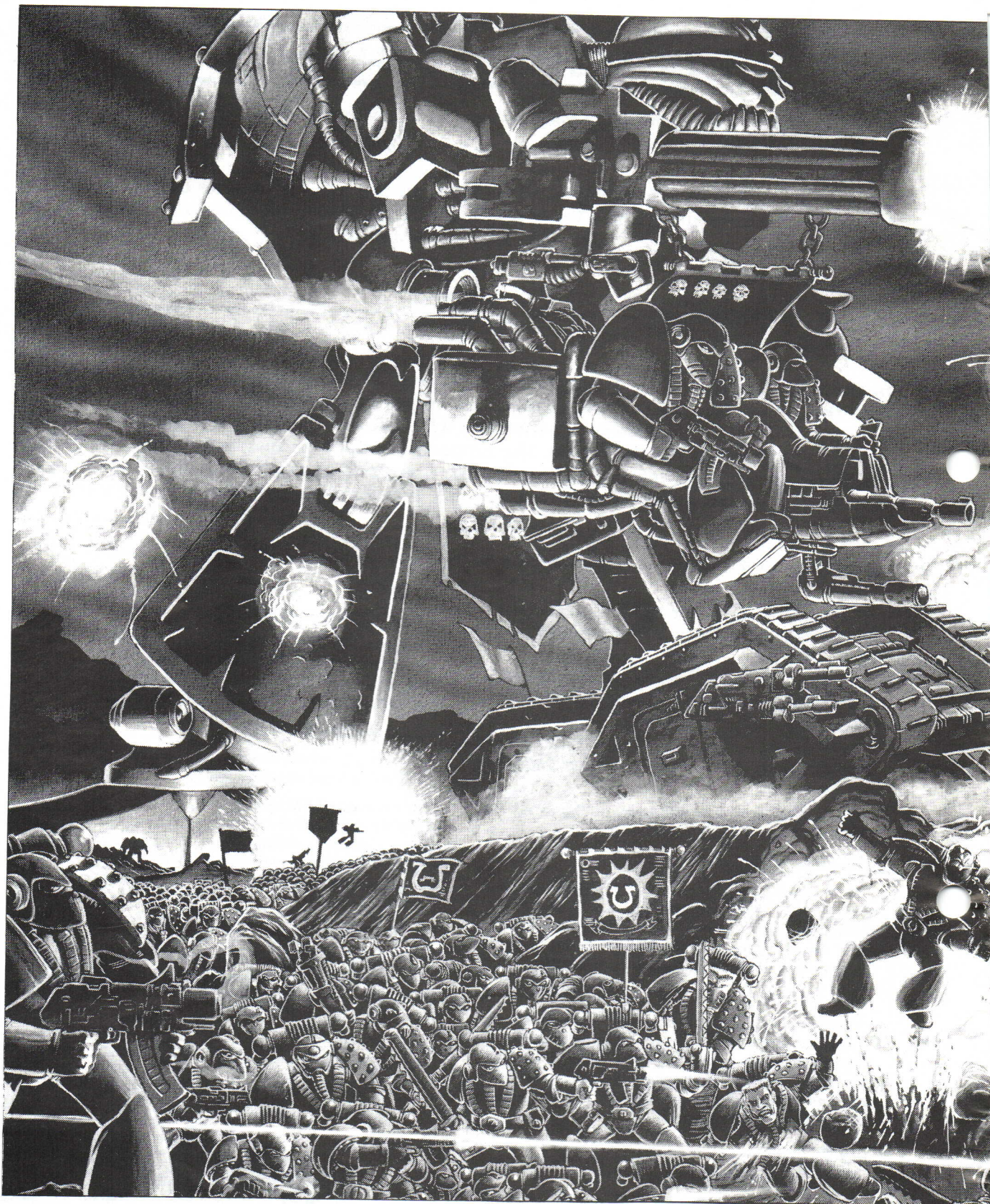
"Control yourself." he said gently. "You are excused for the rest of the day. Go to the Apothacaria for a psychological update. And then, perhaps, to the Chapel. A few hours' meditation will do you good. Unless you prefer to report these dreams and submit yourself to the Inquisition for psychic potential testing?"

Bejaind swallowed hard. "No, my lord."

"Well, then." Horus patted his shoulder gently. "Go now, and we'll say no more. Meanwhile, I must meet the elders of the Knife of Stone."

And in the Warp, something smiled.





Three hundred Sons of Horus waited in the gulch, watching the plume of dust as it approached. On the flat ground to the right, their small force of Rhinos stood in the shadow of a single Warhound. Brother-Captain Londas cast an eye over the Rebel positions, and switched his comlink to general address.

"Sons of Horus. Brothers. We shall hold this gulch against a full Company of Ultramarines. We may not hope to survive. But our blood will buy time for our Brothers elsewhere. Remember the sacrifice of great Horus, and the fate of our race which now rests on our shoulders. For Horus and Humanity!"



KW

Three hundred voices echoed the battle-cry as the Ultramarines came into sight. Land Raiders sped to the flank, but the Warhound spewed fiery death among them. Four Rhinos charged to ram, blocking the Land Raiders with their own wreckage. For what seemed like hours, the Sons of Horus held out.

In the steep-sided gulley, the Ultramarines could not press their weight of numbers. On the flank, the Warhound killed Land Raiders like insects. Then the deadlock broke. The Warhound was engulfed in fire. The Ultramarines advanced again - behind a towering Warlord in the colours of the Imperial Hunters.

THE IMPERIUM

It is thirty thousand years since Humanity first ventured away from Terra. Early voyages were short and slow, restricted to sub-light speed. But the enormous scientific advances of the *Dark Age of Technology* - especially the development of the *warp drive* and the *Standard Template Construct* - enabled Humanity to expand and colonise throughout the galaxy.

Warp space is a parallel dimension, where the laws of time and space are not the same as they are in the 'real' universe. By going through warp space, for instance, it is possible to make a journey of thousands of lightyears in the space of a few weeks. However, there are hazards. An infinitesimal miscalculation can land a ship on the wrong side of the galaxy, in deep space or in the heart of a sun. The eddies and currents in that weird dimension could give rise to devastating warp storms, making parts of warp space impassable and cutting off whole areas of the galaxy. And warp space was not uninhabited. Within its bounds dwelt beings of unimaginable strangeness, whose mere appearance was enough to drive a man mad. What was psychic to a man - the intangible stuff of dreams and visions - was solid, material reality to these beings; one result of the incomprehensible bonds which tie the realities together.

Literally millions of worlds were colonised during the great Human expansion. The resources available to the settlers varied enormously from world to world, but their needs were the same: shelter, transport, and basic machinery. The Standard Template Construct was perhaps the greatest gift of the Dark Age: a system of evolved planning programs which allow almost anything to be constructed out of locally available materials - whatever they might be. Buildings, vehicles and industrial machinery remained more or less identical throughout the colonies.

One product of Human expansion was the first contact with alien races, which led to the first alien wars. Two races, superficially the most Human-like - and therefore, arguably, the most dangerous - are a particular threat to the rule of Humanity: the Orkoids and the Eldar. More will be said later of these two races.

It was towards the end of the Dark Age of Technology that Humans began to develop psychic powers on a significant scale, throughout the colonised worlds. Why this happened at this time - or at all - is unknown. Untrained and unprotected, many emergent psykers succumbed to madness; others fell prey to superstition and fear, and were burnt as witches. But the greatest threat came from the

psychic predators which dwelt in warp space. The superstitious called them Daemons, the prosaic called them Warp Entities, but none could doubt their existence. They fed on the life-energy of unprotected psykers, and took over their bodies to further their own aims in the universe of Humanity.

Thus the Dark Age of Technology gave way to the *Age of Strife*. Human civilisation crumbled amid waves of superstition, hysteria, madness and daemonic possession. In most parts of the galaxy, the gifts of the Dark Age of Technology were lost or forgotten. For more than five thousand years, wars tore Humanity apart. Terra itself was cut off by a series of terrible warp storms, and elsewhere, whole systems were isolated and forgotten over the millennia. Cut off from vital supplies and contact with the rest of Humanity, some worlds reverted to barbarism. Others bred new, mutated forms of Humanity in answer to their planetary conditions; Abhumans like the stocky Squats, the powerful Ogryns - and the most heavily mutated of all, the Beastmen.

Finally, from the ruins of Terra, a saviour appeared. The wars were gradually brought to an end. The Emperor reunited Humanity under his own rule - the Imperium - and the Human race set out on the long road to recovery. The Emperor is the most powerful psychic the Human race has ever known, and he alone was able to counteract the terrible threats from warp space. Through a mixture of his own psychic power and his rigorous - often harsh - rule, he is able to protect Humanity from the worst of the daemonic attacks from warp space.

The Emperor is the undisputed master of Humanity. Throughout the Imperium, his will is carried out by two huge organisations: The Inquisition and the Adeptus Terra.

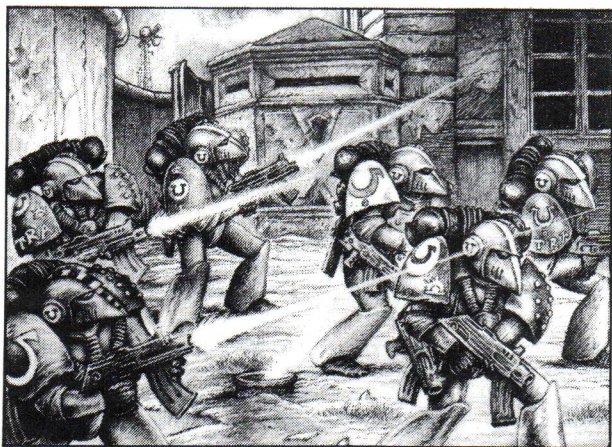
The **Inquisition** is the only organisation in the Imperium which lies outside the control of the Adeptus Terra. It is answerable directly to the Emperor. Inquisitors travel freely throughout the Imperium, searching out dissent, corruption and untrained psykers.

The **Adeptus Terra** has charge of everything else within the Imperium, from long-term military strategy on a galactic scale to the grain quotas on the smallest agricultural world.

The **Space Marines** are but one arm of the Adeptus Terra. Besides the military might of the Imperium, the Adeptus Terra oversees the vast civil service of the *Administratum*, the lawkeeping force of the *Adeptus Arbites*, the sanctioned psykers of the *Adeptus Astra Telepathica*, the *Adeptus Custodes* of the Emperor's personal bodyguard, and the Tech-Priests of the *Adeptus Mechanicus*.

The **Adeptus Mechanicus** is the most diverse of the Imperial agencies. Its Tech-Priests travel the galaxy in search of surviving technology which was lost during the Age of Strife. They also have a number of military arms. The best-known of these are the four branches of the *Collegia Titanica*, which operate and maintain the Titans, and the *Legio Cybernetica*, which is responsible for the Imperial battle-robots which sometimes fight alongside regular infantry forces.

Titans are the heaviest planetary war machines in the Imperial arsenal. Immense humanoid craft the height of a seven-storey building, they are capable of mounting the heaviest and most terrible of Imperial weaponry. Their void shields - the most powerful energy field known to Human science - make them almost impregnable. They can crush infantry and armoured vehicles underfoot like insects.



THE HORUS HERESY

General Horus was the finest military commander of his age. The Emperor granted him the title of Imperial Warmaster - a high honour, even in an age when brave deeds were commonplace. But the Imperium's hero was to become its deadliest enemy.

On the feral world of Davin, the Warmaster arranged to be inducted into a mystical warrior-lodge. This was not uncommon; Imperial policy approved of such links between feral-world natives and 'the Warriors from the Sky'. However, the warrior-lodge on Davin was not what it seemed. During the initiation, Horus became possessed by a Daemon from the warp. Those who had known Horus well began to speak of changes: lapses in memory, minor changes in habits, small things. Not until the Scouring of Isstvan did the truth become clear.

The Imperial Commander of Isstvan III had declared the system independent. Horus took five Space Marine Chapters to crush the rebellion: the World Eaters, Emperor's Children, Death Guards, Thousand Sons and his own Chapter, the Sons of Horus. He introduced the warrior-lodges to the Chapters, and the rot spread throughout his command. The Daemon-Horus planned to strike at the Imperium itself, and establish his rule throughout the galaxy. But first, Isstvan had to be dealt with.

The Scouring of Isstvan was a brutal affair. Isstvan III was destroyed by a virus bomb; twelve billion died instantly. It is said that the psychic death-scream of the doomed world drowned out the signal of the Astronomicon.

During the bombardment, the frigate *Eisenstein* was seized by a small group of loyal Space Marine officers. They fought

clear of the war-fleet and carried the news of Horus' corruption to Terra. Thus began the Horus Heresy wars.

The Imperium split almost evenly. The corruption of Horus' warrior-cult had spread from his command into several other units. Many more were attracted by his military reputation. Seven Space Marine Chapters - fully one-third of the Legiones Astartes - were sent against Horus. Four of these - the Word Bearers, Night Lords, Iron Warriors and Alpha Legion - joined the Rebels; the others have been purged from Imperial records.

While civil wars raged on a million worlds, Horus struck at Terra. The Adeptus Mechanicus workshops on Mars were quickly overrun, and as quickly besieged by the Loyalists. Of all the Titan Legions of the Divisio Militaris, only those on Terra remained loyal. Horus landed on Terra, and immediately laid siege to the Emperor's palace. On the 55th day of the battle, as the Inner Palace fell, the Emperor himself teleported into the Rebel command chamber with an elite force of Adeptus Custodes and Imperial Fist Marines. Horus was killed - although his body was never found - and the Emperor was so grievously wounded that he has been confined ever since to the biomechanical life-support unit known as the Golden Throne.

With Horus dead, the Rebels were thrown back from Terra. Soon the whole Sol system was recovered. But across the galaxy, the battles continue - the Rebels have been denied a swift victory, and the fate of Humanity still hangs in the balance. Throughout the Imperium there is war, the most dreadful war that Mankind has ever known. For the first time, Space Marines fight their fellow Marines - continents burn and planets are laid bare as the ultimate warriors meet in battle to decide the fate of all Mankind.

"You realise that you are preaching mutiny?" Brother-Captain Tarvitz nodded gravely. "Betray Horus or betray the Emperor. What choice is there?" The Space Marine officers looked at each other in silence for a few seconds. Tarvitz leaned forward across the table, resting on his fists.

"Fact: in the five Chapters under his command, Horus has installed this system of feral-world warrior lodges that he picked up on Davin. The standard Imperial organisations and command structures laid down in the Codex have been completely disregarded.

"Fact: the bulk of the Marines in our five Chapters have repudiated their Marine's oath and sworn loyalty to the feral world deities. Further, they have sworn loyalty to Horus personally. Heresy and blasphemy.

"Fact: the Isstvan campaign has been conducted without even the pretence of orders from Terra. While I do not presume to speak for the Emperor, I cannot believe that the use of a virus bomb on Isstvan III was justifiable. A single Company from a single Chapter dropped on the rebel headquarters would have answered the case.

"I say the Emperor must know what is happening here. Who is with me? Varren? What say the World Eaters?" A red-uniformed officer stood.

"There are fifteen men I can trust. They are yours."

"Garro?" A Captain of the Death Guards looked up.

"A dozen. I wish it were more."

"Ten from the Luna Wolves."

"Twenty from the Thousand Sons."

"Be sure they are all trustworthy. If you have the slightest doubt, do not commit them. Of my own Emperor's Children, there are ten I am sure of, including myself." There was a pause as the paucity of their force sunk in.

"Seventy Marines," said Brother-Captain Varren of the World Eaters, "The sum of our five Chapter numbers - a good omen, perhaps?" A couple of the others smiled, and the tension of the moment was broken. "Seventy Marines," repeated Tarvitz. "Enough for any task, I think. So, to work. Varren, your men will seize control of the frigate Eisenstein in three hours from now. It is on the edge of the fleet, and should be clear for the jump to Warp Space." Varren nodded.

"The Eisenstein has been having manoeuvre-drive trouble," he said, with exaggerated innocence. "She's been falling behind the fleet all day." Tarvitz grinned.

"Good. The rest of us will arrange for our ships to lag behind with her in case of...further trouble with the drives. Three hours from now, we will all assemble full crew for an emergency briefing. Meanwhile, our trusted men take control of the systems on all five ships. Clear all remaining ships from around the Eisenstein and keep her covered until she makes the jump to warp space. Then, cause as much damage as you can to the rest of the fleet. History will vindicate us."

He turned to Varren. "Your World Eaters are our only hope," he said, "Do not fail." Varren's eyes became serious. "We cannot fail," he said, "There is too much at stake. Your deaths will be avenged."

SPACE MARINES

The Chapter barge was quiet as the Space Wolves prepared themselves for the drop. There was an inner stillness beneath all the activity. Burning through every mind was a single question: How could this have happened? Even as they prepared to join the battle, that battle was still unthinkable.

All activity ceased as the chapel gong sounded over the internal comlink. It struck six times, the number of the Space Wolves Chapter. Then, silently, the Marines went to the Chapel. It was time for the Officio Praecertamen, the last devotions before the drop.

The vast hall was packed with thousands of silver-armoured Marines. They stood silently, unmoving, waiting. Waiting to know why.

In the Vestibulum to the great Chapel, Father-Captain Magran, Senior Chaplain to the Space Wolves, sat in meditation. He knew that his Marines were in shock.

It was impossible - inconceivable - that Marines should betray their faith. Yet five Chapters had declared for Horus. On top of the incomprehension came shame and rage; and behind rage, doubt. Horus had perverted four more Chapters out of the seven sent against him, and fully one-third of the Legiones Astartes were now in his power. Magran knew the insidious doubt that whispered in the mind of every loyal Marine: Could this also happen to me?

Murmuring the Litany of Devotion, Magran listed the feelings he must mould in ritual of the Praecertamen.

Where there is uncertainty, I shall bring light.

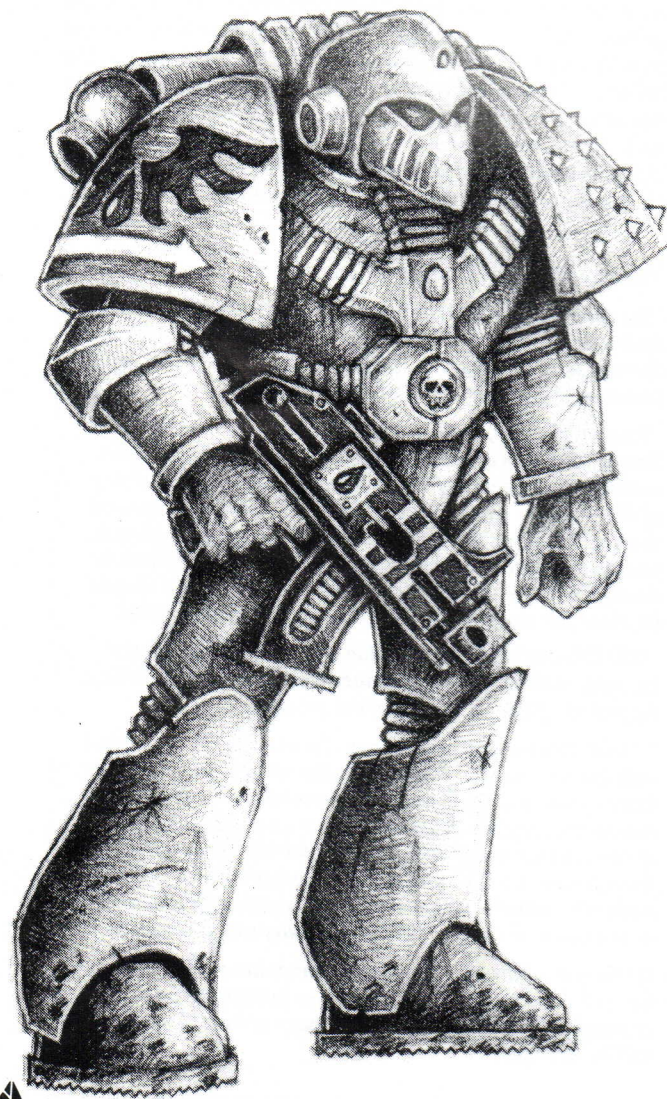
Where there is doubt, I shall sow faith.

Where there is shame, I shall point atonement.

Where there is rage, I shall show its course.

My word in the soul shall be as my bolter in the field.

Magran rose, and prepared to enter the Chapel.



The Space Marines are the product of genetic engineering, intensive training, biochemical alteration and implant surgery which takes them to the limits of Human development and beyond. A Space Marine can survive terrible wounds, heal with superhuman speed, and perform incredible feats of strength and endurance. A Marine is genetically related to all the other members of his Chapter, since each Marine carries some genetic material from the Chapter's founder, or Primarch - one of a small group of super-humans created by the Emperor and his scientists.

In numerical terms, the Space Marines are a small force compared to the countless billions of Imperial citizens, but their superhuman ability and fearsome reputation makes them worth many times their number in conventional troops. They are held in awe throughout the Imperium.

Each Space Marine Chapter is a fully self-sufficient fighting force, with its own space fleet and machine pools as well as support and technical personnel. The Techmarines are trained by the Adeptus Mechanicus, and can repair and maintain almost any piece of military equipment, from a bolter to a spaceship.

A Chapter's fleet is its home, providing accommodation, training facilities, machine shops, armouries, shuttle silos, chapels, a mausoleum and every other facility the Chapter requires. The fleet travels endlessly through the galaxy; task forces split off from it for individual missions or campaigns, and rejoin the fleet when their mission is accomplished.

The Chapter provides for all a Marine's needs. Tradition and ritual are of great importance, with as much emphasis on moral welfare as on physical training and combat skills. The Chapter is a Marine's family; all other ties of blood and loyalty are renounced. A Space Marine is devoted to the Emperor, to his Chapter, and to the craft of war; these things are his entire life.

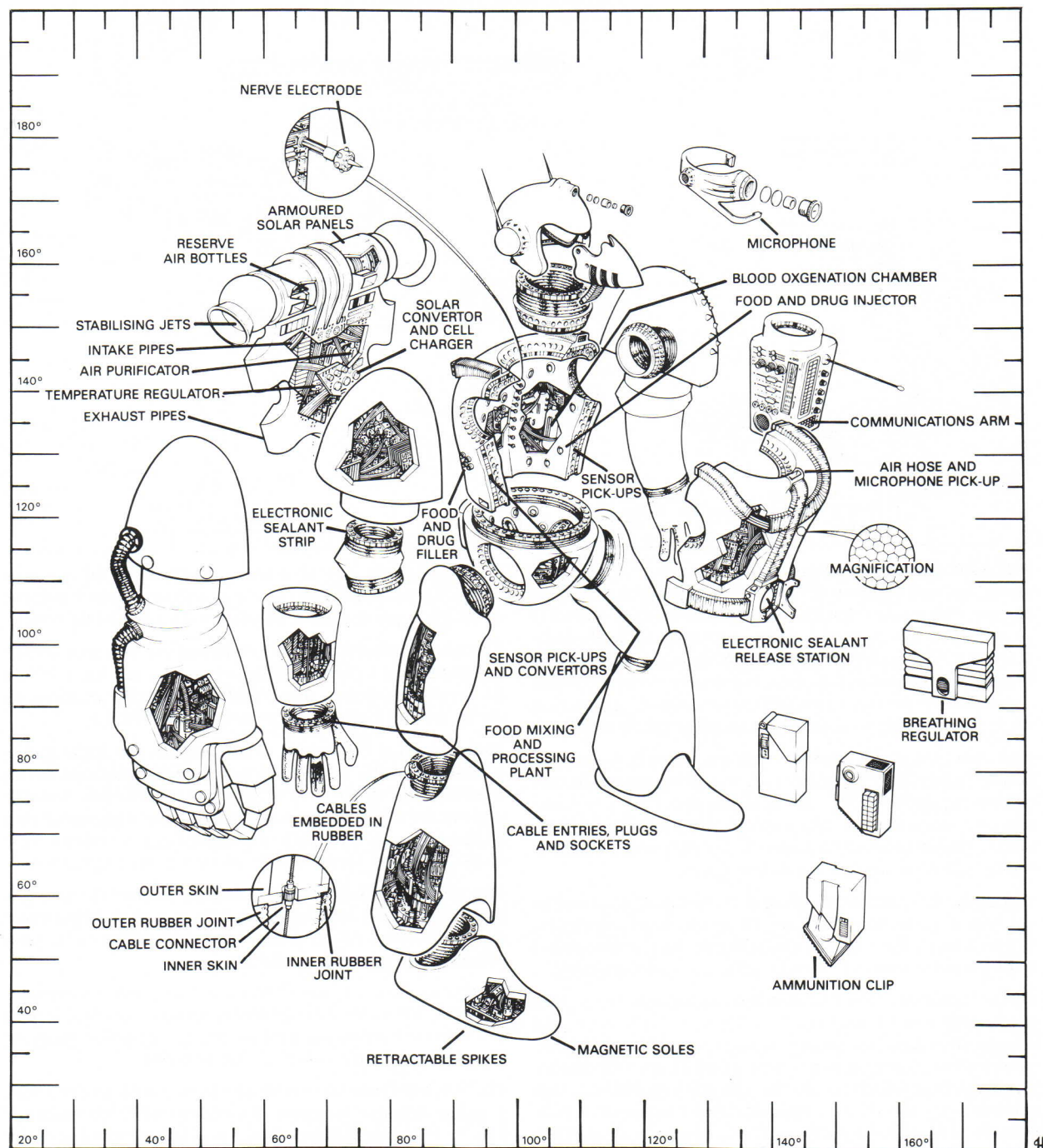
Each Chapter is headed by an Imperial Commander - during the Horus Heresy, most of the Commanders were Primarchs. In addition to their support and technical personnel, a Chapter contains tens of thousands of Marines. (Note that after the Heresy new Chapters were formed with far smaller complements so that no Commanders would ever wield the same power as Horus).

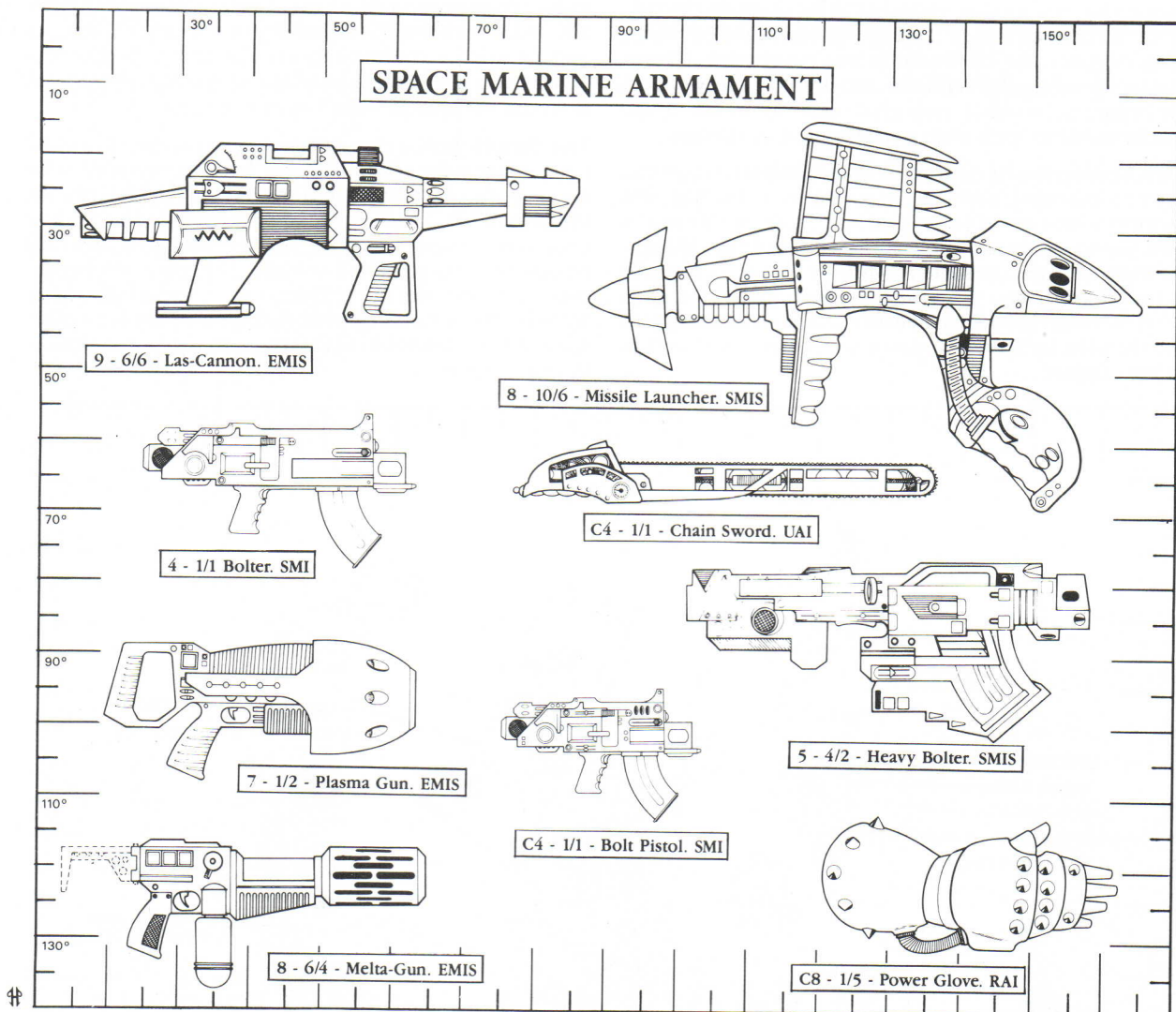
Space Marines may be recognised by their distinctive powered armour, which includes air and blood purifiers, drug injectors and communications equipment. Neuroplastic fibre-bundles replicate and amplify the wearer's movements, so that powered armour is no more cumbersome to wear than a normal suit of clothes.

Each Chapter has its own colours and insignia, which are used on its armour and vehicles as well as on the flags and banners which are often carried into battle. It also has its own particular rituals and traditions. The Space Wolves, for instance, have a completely different Litany of Combat to the Ultramarines. Even the most basic activities, such as weapon checks and maintenance routines are turned into rituals; a Marine's every action must express his devotion to his Chapter.

In the earliest stages of the Horus Heresy, the Space Marines who sided with the Warmaster kept to the original colours and rituals of their Chapters. Later on, however - particularly after the death of Horus and the withdrawal from the Sol system - this began to change.

The litanies proclaiming devotion to the Emperor had already been dropped, and they became replaced with declarations of allegiance to Horus. As the feral-world cults introduced by Horus spread throughout the Traitor Chapters, most Chapter rituals changed beyond recognition. Insignia and colours also began to change; most common was the replacement of Imperial insignia with the Eye of Horus or with symbols from the feral cults. Some Traitor Marines went as far as to re-paint their armour in new colours.





Space Marines have access to the full range of Imperial weaponry and equipment. Their training and biochemical engineering ensure that they are natural masters with any type of weapon, from the rocks and sticks of feral-world savages to the sophisticated needlers and neuro-disruptors favoured by spies and assassins. For nearly all their combat duties, however, they use standard weapon mixes, relying on a narrow range of favoured general-purpose weapons.

The standard Space Marine weapon is the bolt gun, or bolter. This is a light rapid-fire weapon, firing a hail of small-calibre explosive shells. Bolter shells generally use mass-reactive fuses, so that they explode after penetrating the target, rather than upon impact; this makes the bolter a highly effective anti-personnel weapon.

The main close assault weapon is the bolt pistol, a smaller version of the bolter which works on identical principles. While it lacks the range of the bolt gun, its handier pistol configuration makes it ideally suited to close fighting.

Other favoured close assault weapons include the power glove and the chainsword, both of which are most commonly issued to officers leading assault troops. The power glove is a scaled-up metal gauntlet surrounded by an energy field which gives it the strength to punch through armour and even steel bulkheads. The chainsword is as it sounds - a sword-like weapon whose edges are fitted with a loop of moving blades.

The Space Marines also use a wide range of support weapons, of which the most common are heavy bolters, melta-guns, plasma guns, las-cannon and missile launchers.

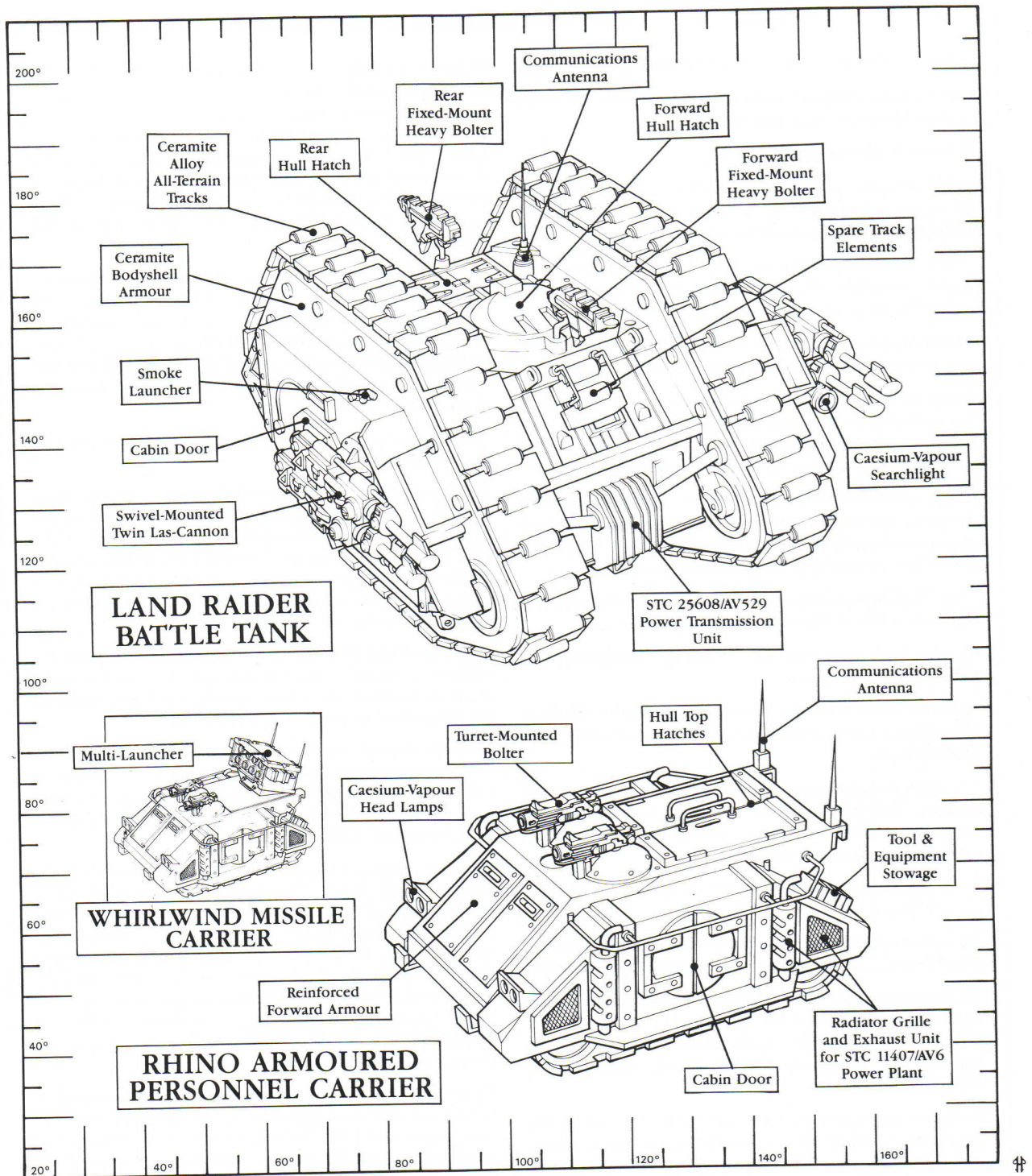
The heavy bolter is a larger version of the bolt gun, which can lay down a curtain of fire across a wide area. While its firepower against personnel targets is devastating, its shells are too light to harm armoured vehicles.

Also known as the melter or fusion gun, the melta-gun is a heat weapon, whose short range is balanced by its effectiveness against both infantry and vehicles. A small-scale controlled fusion reaction inside the weapon's firing chamber causes it to project a blast of heat so intense that metal and even stone can be melted almost instantly.

The plasma gun fires small packets of superheated gas plasma. Like the melta-gun, its killing power helps make up for its short range, and it is equally effective against infantry and armoured vehicles.

The las-cannon, or laser cannon, is a favourite anti-vehicle weapon, with a long range and sufficient punch to knock out a Land Raider. As well as being a popular infantry weapon, it is often mounted on vehicles.

The missile launcher rivals the las-cannon as the most popular infantry weapon. Its variety of loads makes it equally effective against vehicles and infantry, and its range is equal to that of a las-cannon.



The Space Marines are not purely an infantry force; they command a wide range of fighting vehicles, ranging from one-man jetcycles to orbital artillery platforms.

The Land Raider is the main armoured fighting vehicle of the Space Marines. Thousands of these tanks are in action on both sides in the Horus Heresy, and they are produced in large numbers by the Adeptus Mechanicus in both camps. Its sturdy frame is equipped with heavy ceramite armour, and its four las-cannon give it a devastating punch in almost any direction. Its anti-personnel weaponry consists of two heavy bolters. In addition to its role as an armoured fighting vehicle, the Land Raider can carry up to ten Marines into battle; it is very popular as a heavily-armed transport.

The Rhino armoured personnel carrier is one of a family of armoured vehicles which are widely used throughout the Imperium. The Rhino is the most common of these designs, and is the standard Space Marine personnel carrier and armoured transport. It is more lightly armed and armoured than the Land Raider, but like a Land Raider it can carry up to ten troops.

The Whirlwind missile carrier is one of several variants on the Rhino chassis. It is more or less identical to the APC in most respects, but the Rhino's bolter armament is augmented by a turret-mounted multi-launcher, giving the Whirlwind a powerful support capacity. Like the Rhino, the Whirlwind can carry up to ten troops.

"Come in, Crotaline. War-cruiser Crotaline, please respond.

"It's no good Primarch. I can't raise the Crotaline; the War-cruiser Lacertian must have got her."

Roboute Gulliman nodded gravely.

"We'll just have to take them on alone. Though without a barrage to soften them up, it'll be a harder fight than I'd anticipated. It may even delay our departure.

"Still, that's a consideration for later. There are more pressing problems. Prepare the men and start the ceremony; I shall be along in a moment."

Brother-Captain Karrack nodded as carefully he made his way down the treacherous rockface to the command post.

Gulliman looked across the valley, towards the clouds of smoke that sprawled across the horizon. Though they were half-hidden by the thick red-brown plumes, he could just see the flattened carapaces of the Traitor Warlords.

At this range their huge back banners were no more than tiny black specks fluttering in the breeze, and the hundreds of armoured machines that swarmed around the Titans' feet looked less threatening than a swarm of ants.

"The Word Bearers; the whole Chapter on the field at once." Gulliman allowed himself a ironic smile.

"A remarkable event, even more so now that the Ultramarines stand ready to face them."

Gulliman heard Karrack coming back, the noise of his boots trying to get a grip on the rockface breaking Gulliman's silent contemplation.

"To think it should come to this Primarch - Brother versus Brother." Gulliman nodded as Karrack returned to his side, obviously upset that the enemy were Marines. "May Horus rot in oblivion for his treachery."

Gulliman understood the Captain's anger; he knew the men were feeling it too.

"Aye, Karrack. Damn his eternal soul if you want. You must admit though, the way he caught us was a masterful stroke."

Karrack either didn't hear the comment, or ignored it; he was more worried about the enemy, now only hundreds of yards away. Urgently, he requested that Gulliman give the order to fight. "The men are ready and await your command, Primarch."

Gulliman stood for a moment, not taking his eyes off the approaching Traitors. "A command I thought I'd never make, Karrack; even in my most terrifying nightmares." He glanced over his shoulder at the uncomfortable Captain. "Give them the command to charge, Captain, and pray the Emperor will forgive us all. Tell them they must kill their Brother Marines."

A sheet of shells arced across the sky, a curtain of death that burst the Word Bearers' ranks in a storm of greasy, black smoke and shrapnel.

The first wave of troops disappeared as the ground melted, the rock becoming molten around their feet. Fifty vehicles vanished in a mist of vapourised metal as they were slowly sucked into the lake of steaming plasma, the dull crump of their power units sending columns of flame into the air as they exploded.

Gulliman watched as his men charged into battle. He winced as a dozen detachments fell to Land Raider fire, watched the bright beams of light cut through the Marines' ranks. He saw his men being cut apart by their fellow Marines; the horror of the situation wasn't lost on him, and he despaired at the pointless loss of life. He barked his orders into the comlink, trying to outthink his fellow Primarch. "More support on the left side. They're trying to outflank our Rhinos."

He watched as eighty Land Raiders responded instantaneously, tracks spraying mud as they swung to the left and cut off the Traitors' advance. The tanks sped across the battered landscape and crashed into the enemy, their guns blazing. A hundred square yards of the battlefield burnt with a bright, white light as the Traitors were felled by a glowing mesh of laser bolts.

"Make sure you keep them pinned down; they musn't gain the advantage."

His adrenalin flowing and his mind racing, Gulliman reeled out his commands. A company of Marines, now down to half their original number, surged over the wreckage of the enemy's vehicles. They ran low and hard, heading for the abandoned city that smothered one side of the valley, sticking to the shadows caused by the tall black buildings that blotted out the darkening sky.

With indoctrinated calmness they set up a defensive position; within minutes a stream of crack missiles screamed from the shattered windows, the whistle of their flight punctuated by the sharp thud of another successful hit.

Stranded behind what little cover they had, the Traitors couldn't avoid the concentrated volley of fire that thumped into the dirt around them. The casualties were uncountable, many were simply buried under the crumbling rock. The price in geneseed was high.

Gulliman nodded his approval to Karrack. "We have them on the run, my friend. I think victory is close." He stared into the Captain's eyes, his mouth tensed into a line. "The Emperor is with us this day. We enjoy his..." The sentence trailed away as Gulliman watched the Word Bearers rally. The first Traitors that broke cover were torn apart, but with each successive wave they made more ground, until they were finally assaulting the Ultramarines' positions. Gulliman's men had lost the advantage, and were now easy prey to the Traitor Land Raiders.

He had expected losses - but even Roboute Gulliman hadn't anticipated what happened next: as one, the Word Bearers' Land Raiders and Whirlwind missile carriers spun on the spot and sprayed the nearest building with everything they had. The Librarium shook for a moment, then caved in on itself in a cloud of dust. There was a deathly silence as the rubble settled. Two hundred Ultramarines were buried alive.

Gulliman cursed, and thumped a nearby rock in frustration. The outcrop exploded in a hail of chippings as his fist slammed into it, the impact of the power field blasting the granite apart.

"Karrack!" Gulliman spun round and snapped at the stunned Captain. "Get me the Crotaline now! We need enough supporting fire to blast that scum off the face of this planet." He turned to look at the Traitors, his voice dropping to a harsh whisper. "Even if they are Marines."

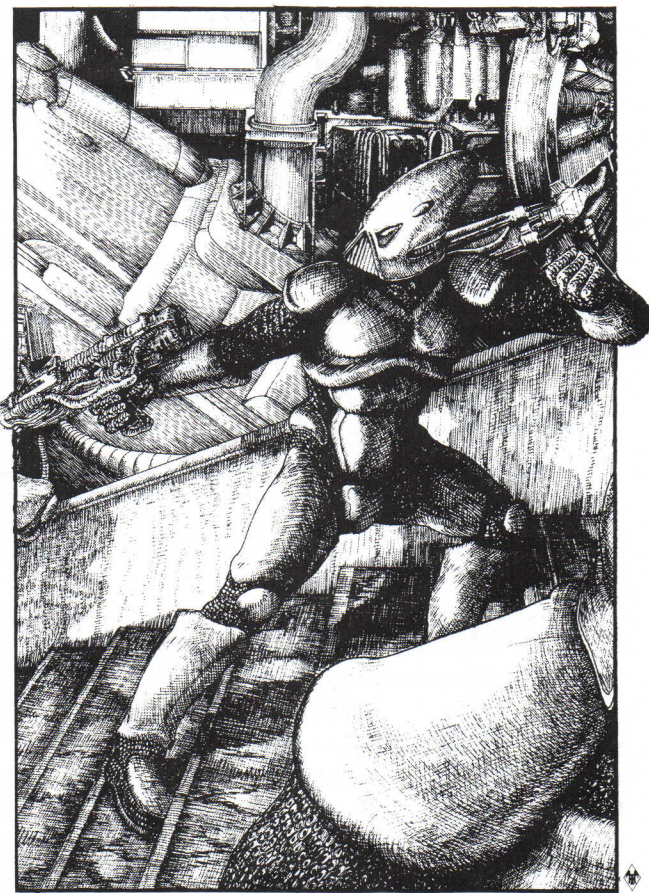
ALIEN RACES

The Human race is not alone in the galaxy. Even as Human Loyalist fights Human Traitor on a million worlds, two Human-like alien races threaten from without: the slim, sophisticated Eldar and the brutish, green-skinned Orkoids.

Physically, the Eldar are very similar to Humans, but slimmer of build. Psychologically, though, they are very different. Their sophisticated and aesthetic nature leads them to discount Humans as foolish - but dangerous - upstarts. Humans, for their own part, often regard the Eldar as arrogant decadents. Despite this, the Eldar are deadly and determined foes, often taking the field against the Human Traitors for reasons of their own. Those few Humans who have been privileged to know the Eldar well hint at some great catastrophe in the distant past, when the Eldar themselves were all but destroyed by the powers from the warp.

In addition to their infantry, the Eldar have developed a powerful military force in the *Scuratbainn* walkers, which include crewed versions and walkers operated by the mystical Infinity Circuit.

The Infinity Circuit is the basis of much Eldar technology. It is a blend of artificial intelligence, burial chamber and electronic personality construct, containing the psychological and intellectual essence of a dead Eldar. An Infinity Circuit is regarded as a living thing by the Eldar, keeping the name and status of the Eldar on which it is based and treated with great respect. Infinity Circuits which are used in weapon systems, such as the *Tannascurath* ('Spirit Warrior') battle robot, are commonly addressed by the title *Tuisich-Novasmair*, which is roughly translatable as "Lord-Phoenix".



The Infinity Circuit is also used in the huge *Caurifel*, which is generally considered to be the Eldar equivalent of the Battle Titan. It is crewed by a number of Eldar and an Infinity Circuit, psychically linked to form a single mind capable of performing many simultaneous functions. Unlike Human Titans, the Eldar *Caurifellian* do not have void shields; they are protected by a system of defensive screens, using holographic processes to refract and scatter the machine's image and disrupt enemy targeting.

The Orkoids may be more than one race; certainly they themselves believe so. All Orkoids are green-skinned humanoids, with a low level of culture and a brutal, cunning and violent nature. Their main motivation seems to be a natural love of fighting for its own sake, rather than any imperial aspirations. They will fight any opponent, anywhere, for any reason or for no reason at all; in the absence of an opponent they will just as cheerfully fight among themselves. The stronger race, called Orks, exercise a harsh domination over the weaker, called Gretchins. Their technology is crude and often unreliable, and their tactics are simple but often effective, relying on firepower rather than strategy. Human commanders may look down on Orkoids, but only a fool underestimates them.

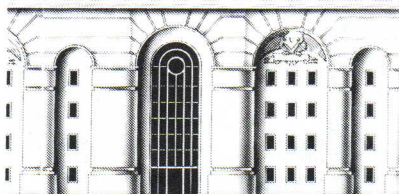
The Orks have developed a number of weapon systems in imitation of Human and Eldar technology they have encountered, and a few other weapons of their own design. Their technician caste of *Mechaniacs*, or *Mekboyz* as they are generally known, is highly adept at evaluating and imitating discovered technology, and so Orks have their own style of dreadnought, and their own style of Titan. Like most Orkish weaponry, the Ork Titan is of a simple and sturdy construction, relying on a large crew rather than sophisticated technology.

IMPERIAL ARCHITECTURE

Much of the fighting in the wars of the Horus Heresy has taken part in and around cities, refinery complexes, and similar groups of buildings. Thanks to the Standard Template Construct, buildings of several common types are constructed on most Imperial worlds using locally available materials. Using the Standard Template Construct means that the appearance of a building is determined by its function rather than the materials of which it is constructed. According to the resource base of the planet in question, this can be stone, brick, wood, coral, volcanic ash, compacted inorganic waste or any of a hundred other materials. Thus, buildings of more or less identical appearance may be found throughout the Imperium, regardless of all considerations other than function.

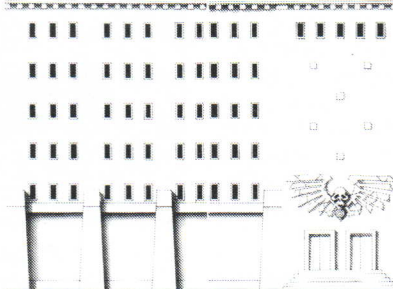
One component of this game is a range of full-colour building pieces, with plastic roof elements. There are two basic building shapes: cross and T-bar, and two heights. Regardless of the building height, cross-shaped buildings hold 5 infantry stands, and T-shaped buildings hold 4 infantry stands. If you have the expanded polystyrene buildings, from *Adeptus Titanicus*, the tall buildings hold 6 infantry stands and the low buildings hold 8 infantry stands.

ADMINISTRATUM



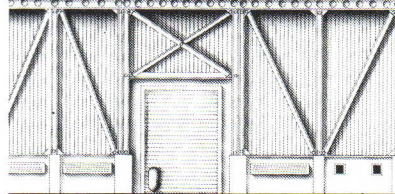
The complex organisation of the Adeptus Ministratum, or Administratum, is responsible for the administration of the whole of the Imperium; it manages over a million inhabited worlds. Planetary government buildings, records offices, taxation centres, and many more are controlled by the Administratum; they are usually distinguished by the sign of the Imperial eagle over the main door. Many bloody assaults and valiant defences have taken place in and around urban and planetary government buildings; they are natural command points, and the fall of the Administratum normally indicates the fall of the city. This building is often the attacker's primary target.

CASTRA EXERCITUS



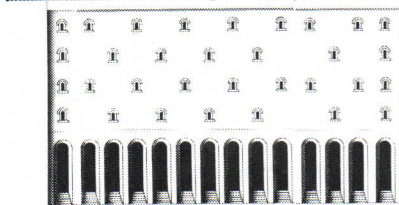
According to the provisions of the *Codex Exercitus*, every Imperial world has a duty to raise and maintain its own planetary defence force. Additionally, each city or world forms part of a precinct where Imperial laws are enforced by the Judges of the Adeptus Arbites. One or more barracks will be found in most Imperial cities, providing accommodation, training areas and armouries for the forces they house. Much fighting has centred around these strongholds.

CELLARIUM



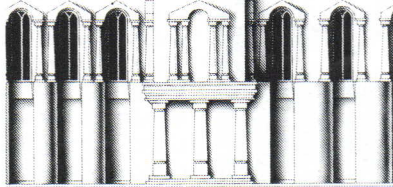
No world is an island within the Imperium; each gains something from the rest of the galaxy, and each must pay its way. The worlds of the Imperium provide foodstuffs, machinery, minerals and many other things according to their resources. Few Imperial cities are without vast warehouse complexes where these goods are collected ready for shipment to other areas and worlds, and where incoming goods are placed ready for distribution.

AUDITORIUM



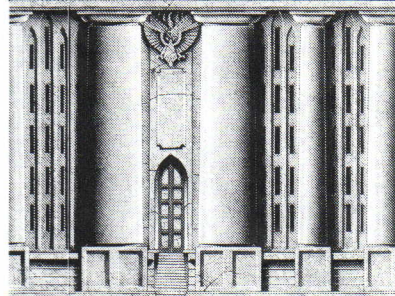
Most Imperial cities have at least one auditorium, where the populace assemble at great rallies organised by the Administratum and the Inquisition. A visiting dignitary, such as an Inquisitor or a Space Marine commander, will often be requested to lead such a rally. It is common practise to use the main auditorium - if it still stands - to announce the 'liberation' of a city by one side or the other.

CHAPEL



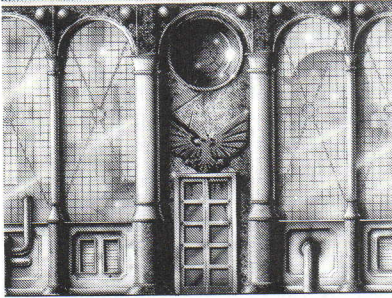
Chapels are found throughout the Imperium, and this is a typical example from a world of medieval or higher technology. On many worlds which have fallen to the force of Horus, chapels have been desecrated and torn down; on some Traitor worlds they have even been turned over to the feral-world cults favoured by the Warmaster and his followers. In such a case, the Inquisition normally demands the chapel's complete destruction.

CENSORIUM



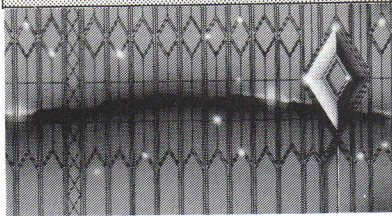
Countless clerks and officials labour on a million worlds for the Administratum, most of them confined to dark offices in grim, towering administrative blocks. These buildings house vast quantities of information on their worlds; population, economy, levels of production and taxation, resources, industrial and agricultural quotas - the whole of the world is recorded, filed, indexed and updated by an army of bureaucrats. The valuable data in a Censorium can make it a prime target.

GENERATORIUM



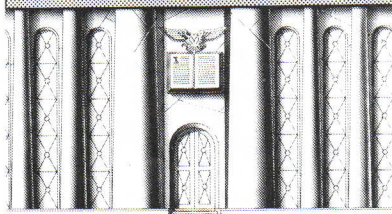
A city or industrial complex requires vast quantities of energy, and power supplies are a favourite target for attacking forces. The nature of a generator will vary from world to world. Fertile planets often use organic or fossil fuels, while fusion grids and plasma reactors are common on industrialised worlds. Solar generators and geothermal energy are also used where local conditions permit. These power sources, and the secrets of their operation, are jealously guarded by the Adeptus Mechanicus.

GENETORIUM



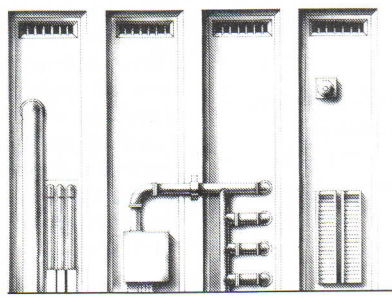
Most planets in the Imperium maintain a gene-pool of plant and animal species for terraforming, agriculture, resource management and other purposes. Native species are studied with a view to assessing their usefulness elsewhere, and introduced species are bio-engineered to adapt them for use in local conditions. The scientists of the Adeptus Mechanicus who run these establishments also monitor the genetic purity of the planet's population, and co-operate with the Inquisition in their task of rooting out mutation and other undesirable traits.

LIBRARIUM



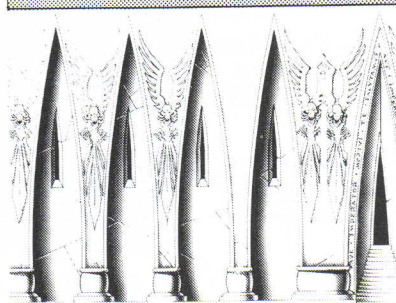
During the terrible wars of the Age of Strife, untold quantities of knowledge were lost, and preserving that which remains has become a holy task shared by the Administratum and the Adeptus Mechanicus. In many of the larger cities of the more advanced Imperial worlds, an imposing Librarium building will house thousands of books and records, and make them available to those Imperial servants whose rank entitles them to access.

MANUFACTORIUM



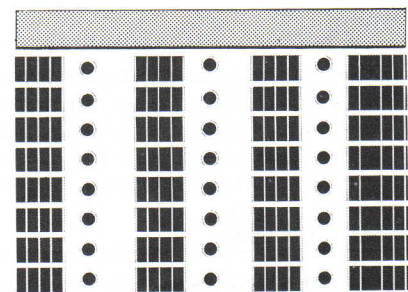
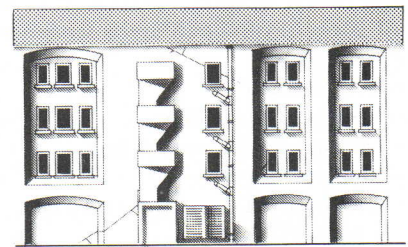
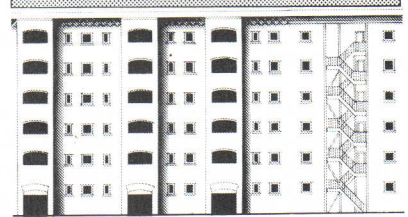
Although much technology was lost during the fifteen centuries of the Age of Strife, the Imperium is by no means technically backward. Industrial complexes across the galaxy produce billions of items, from clothing to plasma bombs. All of these installations are closely controlled by the Administratum and the Adeptus Mechanicus, and it is not uncommon for the workers in a factory to be completely unaware of the end-product of their labours. The occupation or destruction of the Manufactorium or industrial complex can deny precious resources to the enemy.

MAUSOLEUM



For the vast bulk of the citizens of the Imperium, death is not the end of their service to the Emperor. They are quickly forgotten by everyone except the record-keepers of the Administratum and their bodies are recycled into foodstuffs, fertilisers, and other useful products. More prominent members of society may receive the honour of entombment in an Imperial mausoleum, where the masses may read of their deeds and be inspired by their example. With its halls of entombed heroes, a Mausoleum can become the focus of a fanatical defence, and its destruction can deal a severe blow to the defenders' morale.

RESIDENTIAL



The population of the Imperium is vast, and only the Administratum has the means to begin to estimate it. The bulk of this population lives in cities, ranging from the huge complexes of the hive worlds to the smaller garden cities of the more advanced agricultural worlds and the grim tenements of the industrial worlds. While worlds and cities may differ, the residential blocks follow a limited number of standard patterns laid down by the Standard Template Construct.

Living space in the cities varies widely, according to wealth and social standing. Most people live in residential blocks of one kind or another, but the living space permitted to an individual can range from a spacious luxury apartment to a cramped and filthy cubby-hole with barely room to turn round. According to the type of world on which it is found and the status of its occupants, a residential block can house a few dozen or several thousand.

Brother Captain Costan stared at the holo trying to make some sense of the buildings. One of them, he knew, was the command centre for the reactionary Imperials; the others, in all probability, were well-laid traps. He had known Gregorius of the Ultramarines a long time - he had once called him friend - and this guessing game was a defensive technique at which he excelled. The World Eaters needed a swift, precise victory; it was up to him. The scout Rhinos began to report. A white eagle settled on one building. Administratum - too obvious; it must be a trap. Other icons appeared: a chapel, three residential blocks, a generatorium. Costan smiled briefly - the plasma reactor must be trapped; Gregorius couldn't resist it. A mausoleum, Costan paused. To fight under the eyes of dead heroes - just Gregorius' style. That was the command centre. He issued orders for the assault.

COMPONENTS

Your **Space Marine** game box should contain the following components:

- 16 plastic Land Raiders (8 in each of two colours)
- 32 plastic Rhinos (16 in each of two colours)
- 320 plastic Infantry (160 in each of two colours)
- 16 plastic banner poles (8 in each of two colours)
- 64 plastic infantry bases (16 in each of four colours)
- 1 sheet of cardboard burst templates
- 14 buildings
- 16 data cards
- 2 plastic range rulers
- 1 plastic deviation template
- 1 counter sheet
- 1 sheet of infantry banner stickers
- 4 six-sided dice

DICE

All dice rolls in *Space Marine* are made with standard six-sided dice. Throughout the rules, the abbreviation 'D6' refers to a six-sided dice. For example, 'roll a D6' means roll one six-sided dice, and 'roll 2D6' means roll two six-sided dice and add the scores together.

BUILDINGS

The buildings are used to represent the terrain you will be fighting over. Keep them in the box for the time being - you won't need them until you are ready to set up the scenery for your first game.

The buildings are assembled from one of the plastic roof pieces and either two or three wall sections. The number of wall sections depends on the shape of building you are making:

Cross-piece shaped buildings

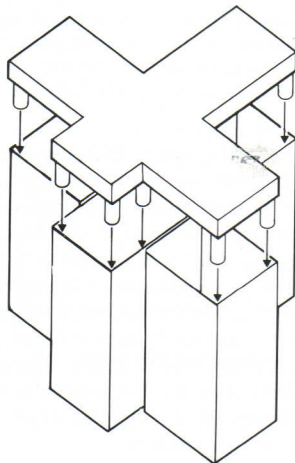
You will need one long wall section and two short wall sections.

T-bar-shaped buildings

You will need one long and one short wall section.

Punch the walls out, fold them into rectangular cross-sections, and insert them into the building tops. The walls should fit snugly between the round pegs and the outer lip of the plastic building top. Make sure that the blank part of the wall section faces into another piece of wall so that it can't be seen.

Each wall section indicates which building it is for (eg Mausoleum, Librarium, etc). The wall sections come in different heights and architectural styles, so make sure you get the right wall sections for each building.



ASSEMBLING THE INFANTRY STANDS

The plastic infantry bases in this box are colour-coded according to what type of infantry unit they represent. There are four different colours of base. You should make sure that you and your opponent both agree which colour represents which type of infantry - it's a good idea to note this down on a piece of paper before the battle begins. The Marines themselves come in two colours so that you can distinguish between Loyalist and Traitor Marines. Each infantry base takes five models; never mix model colours on a base.

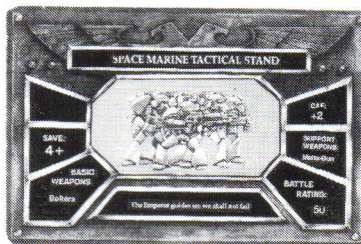
The infantry models can be push-fitted into the bases, and need no glue. Separate them from the sprue with a modelling knife, and make sure that the underside of the base is smooth.

One in four of the infantry bases has a socket for a banner pole. The banners are used to indicate the presence of a detachment commander.

INFANTRY BANNER STICKERS

The sheet of banner stickers allow your forces to fly the colours of several famous Space Marine Chapters on either side of the Horus Heresy. Simply fold the sticker around the banner pole before fixing it to the base.

DATA CARDS

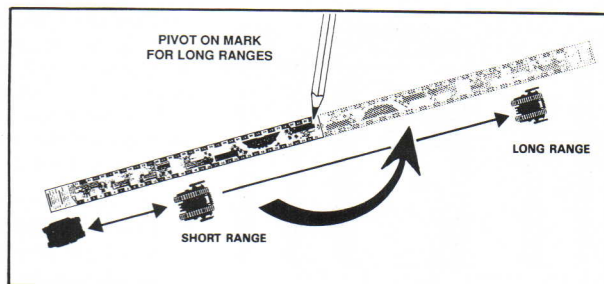


INFANTRY DATA CARD

The data cards give you the relevant details of the infantry units and vehicles used in the game. There are two types of data card in this game: *armoured vehicle data cards* and *infantry stand data cards*.

RANGE AND MOVEMENT RULER

This is a clear plastic ruler marked in 1cm increments. It is used to measure distance for movement and weapon ranges. To measure distances over 36cm, simply pivot the ruler around the marked point.

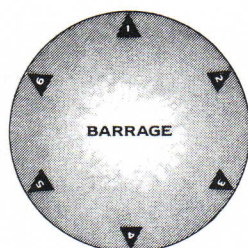
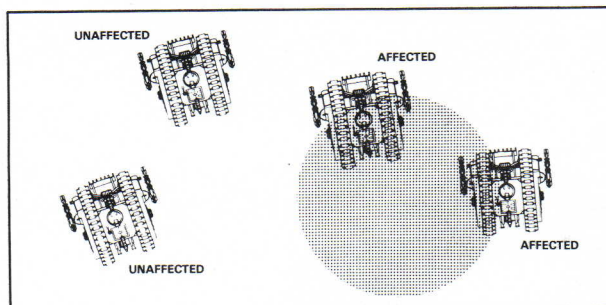


The range ruler is marked with the dice scores needed to hit a target for all of the weapons covered in *Space Marine*. Some of these weapons have different scores to hit vehicles/Titans and infantry. The scores to hit vehicles and Titans are indicated by 'V', the scores to hit infantry by 'I'. Where the scores are the same, the figure is marked 'V/I'.

The end of the ruler also shows the to hit modifiers against vehicle and infantry targets.

BURST CIRCLE TEMPLATES

Some weapons create a huge explosion which will affect any target within the *burst radius*. When such a weapon is used, a burst circle is placed with its centre at the point of aim. Any unit or vehicle which falls under the template (even if only partially) is affected by the attack.



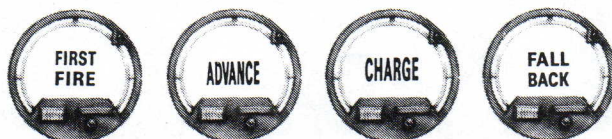
All of the burst circles are marked with numbered arrows on their perimeter. These are used to determine the deviation of shots that do not land in the intended place, and are fully explained in the *Advanced Game* rules.

FIRST PLAYER MARKER



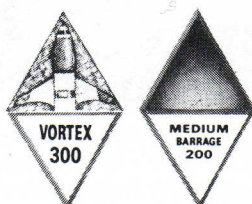
During the game, it is important to know who is *First Player*, because this determines the order in which actions are carried out. The First Player marker is used to keep track of this; the player who is First Player keeps it on the table beside him.

ORDER COUNTERS



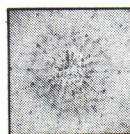
The order counters are used to record the orders given to an infantry or vehicle detachment for each turn. Each detachment in the game will need four order counters, one each of *First Fire*, *Advance*, *Charge* and *Fall Back*. The use of order counters is explained in *The Order Phase* section of each set of rules.

SUPPORT FIRE COUNTERS



In the advanced game, it is possible to call down supporting fire from off the table. The use of support fire counters is explained in the *Advanced Game* section.

BUILDING DAMAGE COUNTERS



Buildings that are attacked will eventually become unstable and collapse. The chance of a building collapsing is measured by the number of critical hits it takes. These are recorded by placing one *building damage counter* on the building for each critical hit it receives.

RUBBLE COUNTERS



When a building is destroyed, it is reduced to *rubble*; instead of being removed from the table, the building is marked with a rubble counter, since rubble can affect movement and cover.

HIDDEN SET-UP COUNTERS



In the *Advanced Game* there are rules for hidden set-up, where your opponent doesn't know where your forces are at the start of the game. When you use the hidden set-up rules, you put hidden set-up counters on the table rather than models, and convert the counters to models as your forces are discovered.

Hidden set-up counters are numbered 1 to 12 so that you can record which counter represents which infantry detachment and which are dummies to fool your opponent.

SNAP FIRE MARKERS



One of the combat options in the game is *Snap Fire*. This is explained in the rules for *The Combat Phase*. When a detachment of troops or vehicles has used Snap Fire, a Snap Fire Marker is placed beside them on the table.

FOLDER SPINE INSERT

This rulebook is punched for storage in a Games Workshop ring binder, so that you can keep the main rules and supplementary material from *White Dwarf* and elsewhere all in the same place for ease of reference. The binder has a clear pocket on the cover to take the rulebook cover, and another clear pocket on the spine to take the spine insert - then you can tell at a glance which folder holds which game rules.

THE PLAYING SURFACE

This is one component that you won't find in the box. *Space Marine* is designed so that it can be played on any flat surface the size of the average dining table. Larger areas can make for bigger and more interesting games - so if you have a wargames table so much the better - but as long as your table is at least 3 feet by 2 (100 x 60 cm), you'll be able to have an enjoyable game. You can also use a clear area of floor, of course, but for the sake of simplicity we refer to the *table* throughout these rules.



On the white sand of the Tevlarc Plain, the Loyalist forces gathered to smother the flame of heresy. Wave after wave of Marines crashed against their foes. The result was always the same: a boiling storm of plasma fire and a mountain of bodies.

The opposing forces were equal in firepower, skill and fervour. But each was uncomprehending of the other's loyalties. A few weeks ago they would have called each other brother; now the differences between them made them mortal enemies.



The Titans of both sides strode above the battlefield, their banners held taut by a wind carried that carried the stench of a thousand deaths. The Warp Runners confronted the Deaths Heads, pausing in their advance only to level their weapons and fire.

The air was split by the swelling boom of auto cannon. A Traitor Titan reeled backwards from the impact, its splintered carapace showering down onto the Marines below. Its brother Titans readied their multi-launchers and prepared for revenge.

VEHICLE RULES

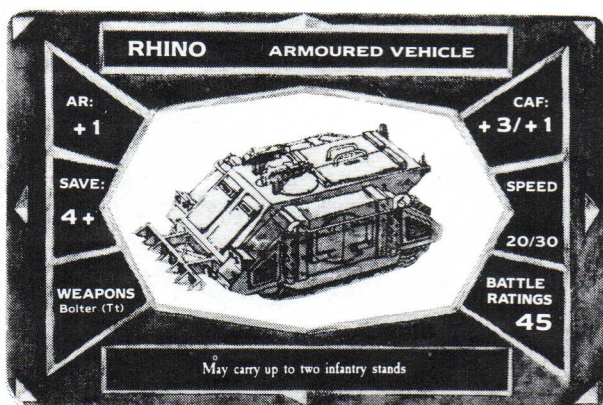
The rules in this section tell you everything you need to know to fight the huge armour battles of the Horus Heresy. The armies of both the Imperium and the Rebels include large numbers of armoured fighting vehicles, and many engagements consist of pure armour battles, without infantry or Titans.

VEHICLE DATA CARDS

These rules cover the two most common classes of armoured fighting vehicles used in the wars of the Horus Heresy: the Land Raider main battle tank, and the Rhino armoured personnel carrier, with its Whirlwind variant.

Each type of vehicle has its own data card, which provides all the necessary information to use it in the game.

A vehicle data card looks like this:



Name: The name and type of the vehicle.

Weapons: The locations of the weapons carried by the vehicle.

Close Assault Factor (CAF): This number represents how effective the vehicle is in a close assault against infantry, and is only used with the *Space Marine* infantry rules. The higher the number the better.

Some vehicles have two numbers, separated by a slash (/); the first number is used when making an *overrun* attack, and the second number is used in all other circumstances.

Armour Rating (AR): This represents the effectiveness of the vehicle's armour. The *lower* the number the better.

Saving Throw: This number represents how well the vehicle can stand up to superficial damage. The *lower* the number the better.

Speed: There are two numbers for speed, separated by a slash (/). The first number is the vehicle's *advance* rate, and the second number is its *charge* rate.

Battle Rating (BR): This number represents the vehicle's effectiveness in battle. The higher the BR, the deadlier the vehicle is. Battle ratings are used in some scenarios, where players are given a certain number of points to spend and allowed to pick their own forces. The BR is the vehicle's 'points cost' in these circumstances.

Remarks: Any further information about the vehicle is covered here.

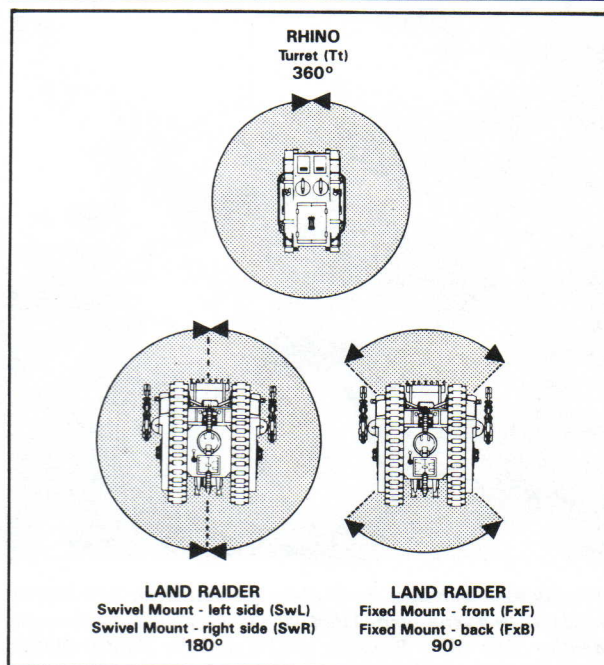
WEAPON LOCATION CODES

Each of the weapons listed on the data card is followed by a *location code*. This is a short string of digits describing the weapon's location, fire arc and number of barrels. These codes are explained in the *Weapon Location Codes Table*.

WEAPON LOCATION CODES		
Location	Code	Fire Arc
Armoured Vehicles		
Turret	Tt	360°
Swivel Mount - left side	SwL	180°
Swivel Mount - right side	SwR	180°
Swivel Mount - front	SwF	180°
Swivel Mount - back	SwB	180°
Fixed Mount - front	FxF	90°
Fixed Mount - back	FxB	90°

Where the code is followed by a number, this indicates the number of *barrels* the weapon has. Weapon types, arcs of fire and barrels are explained in the section of these rules on *The Combat Phase*.

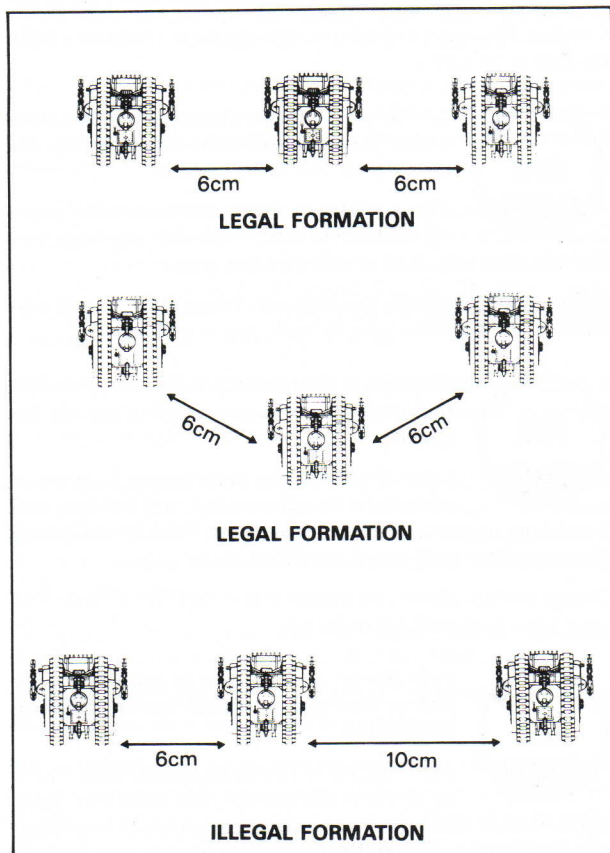
For example, the Land Raider has the following weaponry: las-cannon SwL2, las-cannon SwR2, heavy bolter FxF, heavy bolter FxB. This means that it has one two-barrelled las-cannon in a left side swivel mount, one two-barrelled las-cannon in a right side swivel mount, one heavy bolter in a front fixed mount, and one heavy bolter in a back fixed mount.



VEHICLE DETACHMENTS

All vehicles must be organised into groups of two or more machines, known as *detachments*. Every vehicle in a detachment must be no further than 6cm from at least one other vehicle in the detachment. In addition, all the vehicles must be linked together to form a 'chain' without any gaps of more than 6cm.

Sometimes vehicles in a detachment will become separated for reasons beyond a player's control - if a vehicle is destroyed by enemy fire, for instance. When this happens, the detachment must be given advance orders in the next turn (see *The Order Phase*) and *must* move into an acceptable formation as soon as possible.



STARTING THE GAME

First, read briefly through this section of the rulebook. Don't try to *learn* the rules as you go; just read them through so you get an idea of where things are in the rulebook. The best way to learn the rules is by playing the game - so let's get started!

SETTING UP

First, you will need to find a suitable playing surface. Any table or area of floor 3 feet by 2 will do just fine; larger areas are even better. Next comes the *scenario*.

We are the sword of fire with which the Traitors shall be cut down.

- Commander Marren Ragno, Blood Angels

WHAT IS A SCENARIO?

A scenario is basically a set of notes, telling you all you need to know about the battle you are going to fight. It will tell you which forces are involved, what vehicles each player has (or sometimes, how many points each player has to spend on vehicles), what each side's objectives are, and so on. You will find a range of scenarios at the end of the vehicle rules section, but for your first game, we'll use the following scenario:

ENGAGE & DESTROY

A force of Imperial Land Raiders has been ordered to cover the flank of the main army, when they encounter an identical force of Rebel Land Raiders. It's a straight battle - to the death.

Imperial Force: 6 Land Raiders, in 3 detachments of 2 vehicles each.

Rebel Force: 6 Land Raiders, in 3 detachments of 2 vehicles each.

Victory Conditions: The last player to have an operational Land Raider on the table is the winner.

Historical background: The Imperial advance across the Elsinore Waste to attack the city of Rosencrantz during the Scouring of Gilden's Star was punctuated with almost continual skirmishes between Imperial and Rebel armoured patrols. On the outskirts of Rosencrantz, a Land Raider patrol of No. 1 Company, Blood Angels Chapter, encountered an identical patrol from the Word Bearer Traitor Marines. With no surprise on either side the battle was completely even. What followed has long been considered to be one of the classic Land Raider vs Land Raider confrontations.

PREPARING FOR BATTLE

First, decide which player will take which side. If you can't decide, roll a dice - the player with the higher score chooses which side he wants to play, and is *First Player* (see below) for the first turn.

Next, find the data cards for the Land Raiders featured in the scenario. In the first scenario, each player will need 6 Land Raider models.

Each Detachment needs a full set of order counters - one each of *First Fire*, *Advance*, *Charge* and *Fall Back*. Separate the necessary counters from the counter sheet and give each player as many as he needs - three of each, in this scenario.

Place all the buildings in the lid of the box. Starting with the Imperial player, each player should take it in turn to place one building on the playing surface - anywhere he likes - until all the buildings are on the table.

Finally, each player rolls a D6, and the player with the higher score may choose which edge of the table he will set up on. Reroll in the event of a tie. He may set up his vehicles anywhere along that side of the table, within 12cm of the edge (unless the scenario states otherwise). The other player must then set up on the *opposite* edge, again within 12cm of the edge unless the scenario states otherwise.

If a specific instruction in a scenario ever contradicts these general notes, always assume that the scenario is correct.

Now, you're ready to play.

SEQUENCE OF PLAY

Space Marine uses a strict sequence of play. Each turn consists of a number of separate phases. It may seem complicated at first, but don't worry - you'll soon get the hang of it. A lot of things can happen in a turn - movement, shooting, ramming, and more. In real life, these things happen simultaneously, which is why combat in real life is so confusing.

Each turn in *Space Marine* is split into 4 phases. Both sides move their vehicles during the *movement phase*, fire their weapons in the *combat phase*, and so on. An action may only be performed in the appropriate phase; so, for example, you can't move in the combat phase.

The rules are laid out in the same order as the sequence of play. The best way to learn them is to read briefly through them once, and then start playing your first game. As you come to each new phase, read through the relevant rules section and then perform any actions for that phase.

THE FIRST PLAYER

Throughout the rules, we refer to the *First Player*. The First Player is the player who goes first in any phase. Being the First Player offers both advantages and disadvantages: you will have to move first, but you also get to shoot first in the combat phase. If players cannot agree who will be the First Player at the start of the game, they should each roll a dice - the highest scorer gets to choose. Use the *First Player Marker* to indicate who is the First Player.

In the first turn of the game, the First Player must set up his forces first. At the end of the turn, the other player takes the First Player marker, becoming the First Player for the next turn - and so on throughout the game.

THE SEQUENCE OF PLAY

1. Order Phase

The players must give each of their detachments one order counter (face down).

2. Movement Phase

- i. Detachments with fall back orders are moved. If both players have detachments with fall back orders, the *First Player* must move his first.
- ii. Detachments with charge orders are moved, as above.
- iii. Detachments with advance orders are moved, as above.

3. Combat Phase

- i. Detachments with first fire orders may fire. If both players have detachments with first fire orders, the *First Player* must fire his first.
- ii. Detachments with advance orders may fire, as above.
- iii. Detachments with charge orders may fire, as above.
- iv. Resolve any *close combats*. Close combats only occur when the *infantry rules* are being used.

4. End Phase

The First Player marker changes hands, and a new turn begins.

ORDER PHASE

In the order phase of each turn, the players must place one order counter, face down, beside each of their detachments. Orders cannot be changed once the order phase is over.

There are four types of order counter:



First Fire: A detachment with first fire orders remains still and prepares its weapons to fire at the first opportunity.

None of the vehicles in the detachment may move, not even to turn in place. The vehicles attack in the first fire segment of the combat phase, and receive a +1 modifier to hit when firing on other vehicles.

Use first fire orders when you are on the defensive or have no desire to move.



Advance: A detachment with advance orders moves cautiously, ready to respond quickly to any development.

The vehicles in the detachment may move up to their advance rate and may attack in the advance segment of the combat phase.

Advance will probably be the most common order you will choose, as it allows you to both move and fire.



Charge: A detachment with charge orders moves flat out, sacrificing firepower for speed.

The vehicles in the detachment may move up to their charge rate, but may not fire until the charge segment of the combat phase. Vehicles following charge orders suffer a -1 modifier to hit.

Charge orders allow you to move fast, but the accuracy of your shooting will be reduced.



Fall Back: A detachment with fall back orders withdraws at high speed, evading enemy fire.

All vehicles in the detachment may move up to their charge rate, but must end their move further away from any and all enemy units than they were at the start of the turn. Vehicles may not remain stationary - they must retreat at least 4cm. Vehicles with fall back orders may not attack, but any attacks made upon them suffer a -1 modifier to hit.

Vehicles with fall back orders may not attack, but attacks directed at them will be less effective. Vehicles with fall back orders will also move before anyone else.

NO ORDERS

Detachments that have not been given orders may *not* move. They may fire in the advance segment of the combat phase.

Forgetting to give a detachment any orders is not a good idea. Try to avoid the practice whenever possible!

TIMED MOVES (Optional Rule)

You may find that it helps the pace of the game if you limit the order phase to two minutes. This helps speed up the game and rewards the player who thinks quickly and clearly under pressure - a vital quality for any commander!

"Commander?"

Rogal Dorn looked up from the holo. Four of the Adeptus Custodes stood before him, stiff with formality despite their wounds.

"What is it?" His voice betrayed his exhaustion. The battle had raged for nearly five days. Horus had fallen upon the palace like a wolf on a hen-house. The south and west sides were holding, but at a cost.

"We are commanded to escort you to the Emperor. At once, if you will." Dorn nodded.

"Yonnad! Take over here! Expect a second thrust at the Lion Gate - hold your reserve for it. Anything else will probably be a feint. Keep fencing on the Eternity Wall - don't give them a chance to settle in. Hold things down till I get back!"

"My lord." Lieutenant Commander Yonnad took over the holo. Dorn clipped bolt pistol and power sword to his armour, donned his helmet and followed the Custodes out of the command chamber.

Outside, the sky flashed bright with fire and plasma. The rebels were getting closer - there was no doubt of it. Dorn found himself hoping that the command chamber would still be there when he got back. He climbed into the back of the Custodes' grav-pod, and it shot across the Square of Purity into one of the great openings in the wall of the Inner Palace.

After several minutes, the tunnel suddenly opened out into a vast chamber - they were past the Dragon Wall and its defensive systems, and within the Inner Palace proper.

Hundreds of feet overhead, the roof continued to display its holographic blue sky, and the sound of birdsong floated over the internal comnet. The grav-pod began to slow as it approached the huge building complex at the centre of the chamber. The Hall of Splendour.

The bronze gates - large enough to admit a Titan - swung open. Beyond them, more Custodes stood at the ready.

"Commander?" The voice was discreet, asking without asking. The Custodes were well-practised in protocol.

Dorn nodded, and unclipped his weapons. He handed his gauntlets to one of the attendants. Without even a digital laser, he felt strangely naked, but he understood. Horus had been the Emperor's closest friend - after his treachery, no-one could be trusted. And in any case, they couldn't take away his training, his hands and feet. Dorn grunted at the thought.

At the far end of the chamber, the silver gates opened. The Custodes flanked him, and Dorn marched into the presence of the Emperor.

"No formalities, Rogal." The quiet, clear voice stopped him in mid-genuflection. "Time is short, and we have known one another too long." Dorn straightened up.

"The Imperial Fists fight well, Rogal. But we both know the defence will not last for ever. Even so, you and the Whitescars have bought precious time, and I've not wasted it.

"While you fight with bolter, laser and plasma, I have fought in my own way. And I have found the shortest road to victory, as Russ would say. In less than one minute, your man Yonnad will be ordered to teleport all the assault troops from your reserve to a location I have given him. My Custodes will teleport at the same time.

"I want you at my side, Rogal. Take up your weapons. We are going to face Horus in his own command chamber."



IMPERIAL COMMANDER ROGAL DORN

MOVEMENT PHASE

In the movement phase, orders for each detachment are revealed, and movement is carried out.

REVEALING ORDERS

Orders are revealed at the start of the movement phase, when the order counters beside each detachment are turned face-up.

Thus, at the start of the first segment, all detachments with fall back orders have their order counters revealed and are moved. At the start of the second segment all detachments with charge orders have their orders revealed and are moved. In the third phase, all detachments with advance orders have their orders revealed and are moved.

Detachments with first fire orders have their orders revealed at the end of the movement phase, or when any unit in the detachment is picked to snap fire (the rules for snap firing are in *The Combat Phase* rules section).

You may find that you lose track of which detachments have which orders, so you are permitted to look at your own order counters secretly at any time until the orders are revealed. However, if you do not reveal orders at the appropriate time in the movement phase, the detachment loses its orders for that turn, and is treated as having *no orders*.

Optional Rule

As an optional rule, you may prefer to reveal orders in the appropriate segment of the movement phase, thus helping to build up a little tension (*'Well, they didn't move in the charge segment - so have they got advance orders, or have they got first fire?'*).

MOVEMENT SEGMENTS

The movement phase is split into three *segments*:

1. Fall Back: In the first segment, all vehicles that belong to a detachment with fall back orders are moved. Each vehicle has two speeds given on its data card; the *higher* number is its fall back distance in centimetres.

Vehicles with fall back orders may be turned to face in *any* direction at the start of the move, and may make *one* turn of up to 90° at any time during the course of the move.

2. Charge: In the second segment, all vehicles that belong to a detachment with charge orders are moved. The *higher* number for speed on the vehicle's data card is its charge distance in centimetres.

Vehicles with charge orders may make *one* turn of up to 90° at any point during the move.

3. Advance: In the third segment, all vehicles that belong to a detachment with advance orders are moved. The *lower* number for speed on the vehicle's data card is its advance distance in centimetres.

A vehicle with advance orders may make up to *two* turns of up to 90° during its move. The turns may be made at any time during the move, and more than one turn can be taken at the same time.

First Fire Orders

Vehicles that belong to a detachment with first fire orders are not allowed to move or turn at all.

SEQUENCE OF MOVEMENT

If both players have detachments that are allowed to move in the same segment, the First Player moves all his detachments before the second player. In the advance segment, for example, the First Player moves all of his detachments with advance orders, and then the second player does the same. Once all the detachments that can move in a segment have done so, move on to the next segment.

MINIMUM MOVE

A vehicle can be moved any distance up to the maximum for the orders it received that turn including making no more at all. For example, a Land Raider has a speed of 16/24 on its data card, so its charge move is 24cm. Thus, a Land Raider with charge orders can move any distance from 0 to 24cm in the charge segment of the movement phase.

Exception: Vehicles with fall back orders *must* move at least 4cm.

CHANGING MOVES

Once a player has moved a vehicle and removed his hand from the model, the move may *not* be changed. The Detachment Commander is committed to the move, and must go through with it!

MOVE DIRECTION

Vehicles must always move straight ahead, and can only change direction by making a *turn*. As we have already explained, the number of turns a vehicle may make during its move depends on the orders its detachment has been given (see *Movement Segments*).

FALL BACK ORDERS

Vehicles with fall back orders must move at least 4cm, and end their move further away from any enemy vehicles than they were at the start of the turn.

Any vehicle which has not fulfilled these two criteria at the end of its move is considered to be destroyed - despairing at their impossible position, the crew has abandoned their vehicle and run away.

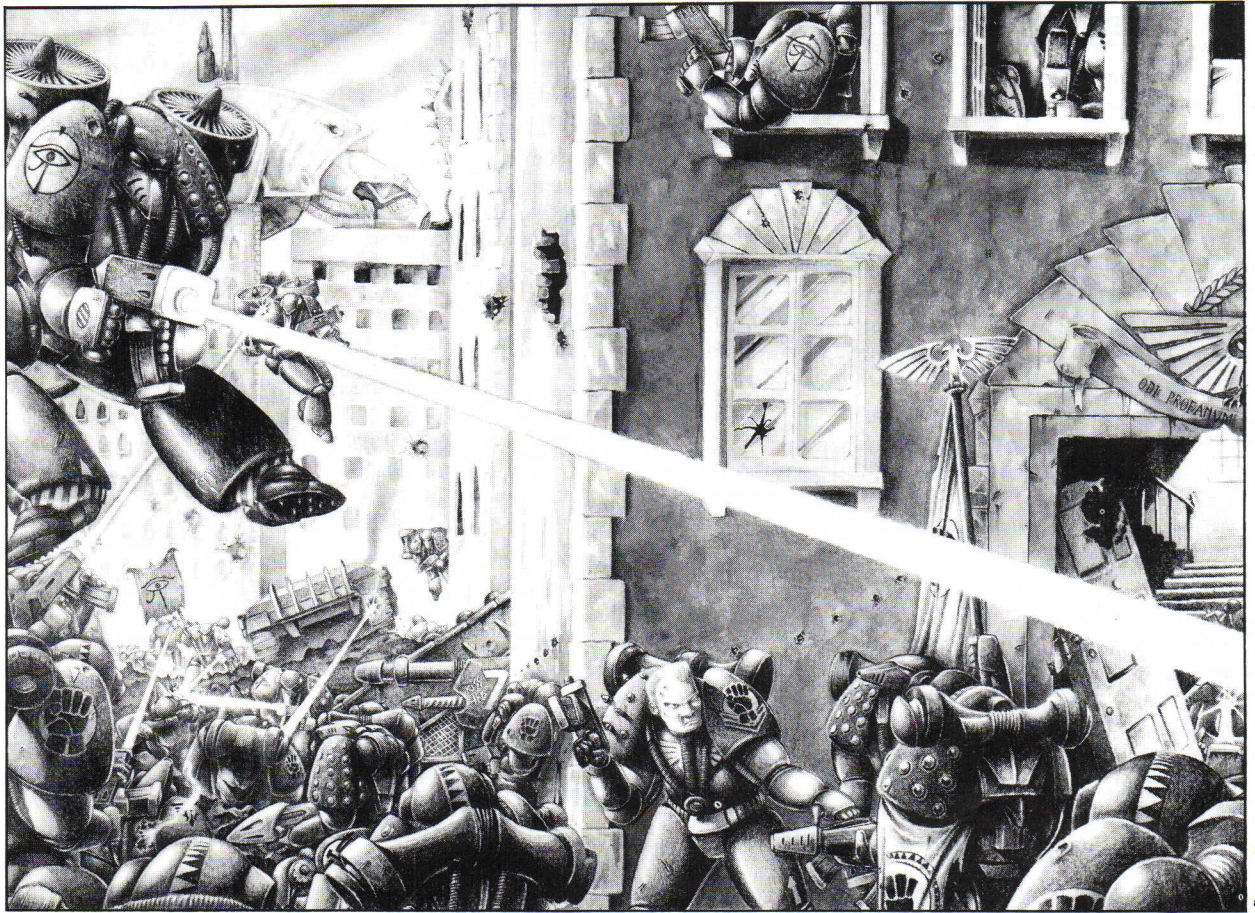
Vehicles with fall back orders can move in reverse (ie directly backwards) at *half* the normal rate.

OBSTACLES

Vehicles may never move *through* a building or another vehicle.

The Ultramarines' Land Raider shot forward from behind the ruin, its las-cannon blazing as it made a desperate run for the cover of the next building. Brother Gaspard permitted himself a tight, grim smile. "Not this time, filth," he murmured. "I've been waiting for you to move."

Twin beams flashed out from his starboard las-cannon, striking the Loyalist just behind the crew door. Three great wheels span away from the Land Raider's running gear, and a length of track snaked into the air. The Loyalist crashed into the building and exploded. Gaspard exultantly recited the victory chant of the Word Bearers as he checked the holo for another target.



ATTACKING DURING THE MOVEMENT PHASE

Most combat in *Space Marine* takes place in the combat phase. However, certain attacks may be made during the movement phase:

RAMS

An armoured vehicle with charge orders may *ram* another vehicle by moving into contact with it (ie so that the models end up touching). Its move ends with contact.

Move the vehicle model into contact with the enemy. Then *both* players roll a D6 and add the *opposing* vehicle's AR to the score.

If the scores are tied, both vehicles suffer *superficial damage*.

If a player beats his opponent's score by 1 or 2 points, his vehicle suffers *superficial damage* and the opposing vehicle is *destroyed*.

If a player beats his opponent's score by 3 or more, his vehicle is undamaged and the opposing vehicle is *destroyed*.

The effects of damage are explained in *The Combat Phase*.

SNAP FIRE

A detachment with first fire orders may fire on a target while it is still moving, rather than waiting for the combat phase. Full rules for snap firing may be found in the next section.

The beam of light hit the missile launcher in its side, detonating the unfired shells. There was a blinding flash and the Marine disappeared, leaving a gaping hole in the ground and a red mist in the air. The Imperial Fists scattered.

They headed for the nearest building, ducking to avoid the lattice of laser bolts that criss-crossed around their heads. A well-aimed crack grenade blew the door off its hinges and allowed them entrance into the building.

They had started to file into the darkened hallway when the second floor shutters were thrown open and a handful of grenades was thrown into their ranks. It was a trap.

The street became a storm of shrapnel as the frag grenades exploded, tearing the Imperial Fists apart. Within seconds they had lost half their number.

A detachment of Land Raiders hurtled around the corner, their las-cannon swivelling to face the trapped Marines. The beams of white fire vapourised a dozen men and sent the others diving for cover.

Pinning them to the ground with bolter fire, the huge machines surged forward, crushing the Marines under their wheels and leaving a bloody trail in their wake.

The Sons of Horus made sure the survivors didn't last long.

COMBAT PHASE

During the combat phase, vehicles can fire on enemy units. The sequence in which they fire depends on their orders.

The rules for combat may look complicated at first glance, but don't be put off. The underlying principles are very simple, and the main bulk of these rules is taken up with explanation and diagrams.

SUMMARY OF COMBAT

In the combat phase, all vehicles that have a *target* may fire their weapons. A target is defined as an enemy unit within the range and fire arc of one or more of the vehicle's weapons.

Each vehicle on the table is dealt with in turn. The order in which vehicles fire is determined by two things: who is First Player for that turn, and what orders the vehicle has for the turn. Remember that vehicles with fall back orders may *not* fire.

A dice roll is made for each weapon that fires - in the case of multi-barrelled weapons, a dice is rolled for each barrel. The score may be modified by the vehicle's orders for the turn. Each weapon has a score *to hit* - modified according to the range - and each dice that rolls this number or more indicates a successful hit.

Each successful hit will damage the target. The extent of the damage is determined by making a *critical hit* roll.

SEQUENCE OF COMBAT

The combat phase is split into four *segments*:

1. **First Fire:** All vehicles with first fire orders may fire any or all of their weapons.
2. **Advance:** All vehicles with advance orders may fire any or all of their weapons.
3. **Charge:** All vehicles with charge orders may fire any or all of their weapons.
4. **Close Combat:** This phase is not used in vehicle vs vehicle combat. We'll return to it in the infantry rules, but you can ignore it for the time being.

FIRING ORDER

In each segment, the First Player fires with all of his eligible vehicles, then the second player does the same. Firing is carried out one detachment at a time; the player chooses a detachment, and deals with the firing of all the vehicles in that detachment.

If a vehicle fails to fire in its appointed segment, it cannot fire at all this turn - no saving shots for later!

Once all the vehicles that can fire in a segment have done so, move on to the next segment.

As our bodies are armoured with adamantium, our souls are protected with loyalty. As our bolters are charged with death for the Emperor's enemies, our thoughts are charged with his wisdom. As our ranks advance, so does our devotion, for are we not Marines? Are we not the chosen of the Emperor, his loyal servants unto death?

*Chaplain Fergus Nils,
address to the defenders of Portresh*

TARGETING

Before firing, the player must make sure that the nominated target is within range of the firing vehicle's weapons, and that it is within the fire arc of the weapon mount being used.

Weapon ranges are given on the *Weapons Table* (note that there are separate *Weapons Tables* for vehicle and infantry targets) and fire arcs are given in the section on *Weapon Locations* earlier in the rulebook.

Where a vehicle's weapon mount holds more than one weapon, or a weapon has more than one barrel, *all* the weapons and barrels are fired at the same target. Only one target may be chosen for a single weapon mount, although different weapon mounts on the same vehicle may select different targets.

Obviously, if a vehicle can't bring any weapons to bear on a target, it can't fire at it! Three factors affect targeting: *fire arc*, *range* and *line of sight*.

FIRE ARC

A weapons must be physically able to point at a target in order to fire on it. The fire arc diagrams in the section on *Weapon Locations* are used to determine whether a target is within a weapon's fire arc.

RANGE

Measure the range from the weapon to the target using the range ruler, and consult the *Weapons Table* to find out if the target is at *short* or *long* range for the weapon being used. This will affect the number required for a successful hit.

LINE OF SIGHT

If there is an obstacle between the vehicle and its target, it may not be able to fire. In order to fire on a target, a vehicle must be able to draw a *line of sight* (LOS) to it.

Line of sight is a straight line from *any part* of the weapon (not just the end of the barrel) on the attacking vehicle to *any part* of the target model. If the line crosses any building or other terrain, the LOS may be blocked.

Terrain will block the LOS if:

1. It is taller than *both* vehicles.
2. It is taller than one of the vehicles, and the smaller vehicle's base is touching the terrain.

Because LOS is drawn from individual weapons, the LOS may be blocked for some weapons but not for others. For example, if a Land Raider is firing round the corner of a building, it will not be able to use some of its weapons - the las-cannons nearest the walls will have LOS blocked, but the other pair of las-cannon will still be able to fire.

COVER

If the target is partially hidden from the attacker by terrain or another vehicle, then it is in *cover*. A vehicle counts as being in cover if the attacker is unable to draw a LOS to all parts of the target.

A vehicle which is actually touching a piece of terrain is said to be *hull down*. When a vehicle is hull down, it receives the benefit of cover from the terrain, but its targets do not.

When two hull-down vehicles face each other across a piece of terrain, both receive the benefit of cover against each other's fire.

FIRING

Once a vehicle has chosen its targets, it can fire. Dice are rolled for each weapon in turn, and modifiers are applied as appropriate. The controlling player can decide the order in which a vehicle fires its weapons. One hit is scored for each dice that rolls the number required *to hit* or more. The number can be found by cross-referring the weapon and the range (short or long) on the relevant *Weapons Table*.

FIRING MODIFIERS

The following factors will modify the roll to hit:

Firer's Orders:	first fire	+1
	charge	-1
Target's Orders:	fall back	-1
Target is in cover:		-1
Target's Armour Rating:		+ AR

All modifiers are cumulative; so a vehicle with charge orders firing on an exposed target with fall back orders has two -1 modifiers, and must subtract -2 from all its rolls to hit.

MAXIMUM TO HIT

No matter what happens, a roll of 1 on the dice is *always* a miss. If you require a score of 7 or more to hit, roll to hit as normal. If you score a 6, you may have hit. Roll again (this second roll is *never* modified by *anything*), and consult the following chart:

	Score Needed To Hit		
	7	8	9+
Roll required:	4+	5+	6+

For example, a las-cannon is being fired at long range by a Land Raider with charge orders, against another Land Raider that is in cover. Normally a 6+ would be required to hit, but because of the -2 modifier (-1 for charge orders and -1 for cover, plus 0 for the target's AR) the attacker must roll an 8. Therefore, a roll of 6 followed by a 5 or 6 is needed to hit.

MULTI-BARRELLED WEAPONS

Some weapons have more than one barrel. These are indicated on the vehicle data card by a number (the number of barrels) at the end of the weapon location code. So, for example, the las-cannon (SwL2) on the Land Raider's data card is a twin-barrelled las-cannon.

When a multi-barrelled weapon is fired, one dice is rolled for each barrel. So the Land Raider player rolls two dice for the twin-barrelled las-cannon. If it had been a *las-cannon* (SwL4) he would roll four dice every time it fired, and so on.

Although a multi-barrelled weapon rolls more than one dice to hit, it is only a single weapon. This means that it can only fire at one target per turn. You can't fire one barrel at one target and the other at another target - you have to pick one target and give it the whole lot!

FOLLOWING FIRE

Some weapons have *following fire*. This means that the weapon fires a hail of shots, rather than just one. Weapons with following fire are marked (F) on the *Weapons Table*.

If a weapon with following fire scores a hit, the attacking player can roll to hit again - and again, and again, until a miss is rolled. This represents the enemy being caught in a swathe of fire.

PLASMA WEAPONS

Heavy Plasma Guns have two entries on the *Weapons Tables*, one for *sustained* fire and one for *maximal* fire. Plasma weapons may only be fired on maximal if the firing vehicle has first fire orders; the vehicle must remain still while all power is diverted from the drive units to the plasma weapons.

Before a plasma weapon is fired, the controlling player must declare which fire mode is being used - sustained or maximal. All plasma weapons in a single location must be fired on the same setting.

SNAP FIRE

Vehicles with first fire orders may snap fire at *any* point in the movement phase instead of attacking in the combat phase. This represents the vehicle's crew being prepared for enemy movements - they can pick off a target with a snapshot even if it attempts to dodge from cover to cover.

A player may interrupt an opponent's move by yelling out "SNAP FIRE!" The opponent must stop moving at this point, only completing the move (if possible) once the attack has been resolved.

A vehicle making a snap fire attack may only fire on a single target. The normal +1 modifier to hit for the attacker's first fire orders is ignored. Having used snap fire, the vehicle may not fire in the combat phase, and should be marked with a snap fire counter as a reminder of this.

DAMAGE

Each successful hit on a vehicle will cause damage. Work out the damage caused by each hit as soon as the hit has taken place.

Remember that combat is *not* simultaneous. Damage takes effect as soon as it has been inflicted. For example, if an attacker has first fire orders while the target has charge orders, the attacker will fire first; if the target is destroyed in the first fire segment, it cannot fire in the charge segment of the combat phase.

DAMAGE PROCEDURE

Consult the *Weapons Tables* and find the *critical hit roll* for the weapon which scored the hit. Roll a D6.

If the score is equal to the weapon's critical hit roll or more, the hit has scored *critical damage*. A vehicle that suffers critical damage is *destroyed*, and plays no further part in the game.

If the score is greater than 1, but less than the weapon's critical hit roll, the hit causes *superficial damage*. A vehicle that suffers superficial damage must make a *saving throw* (see below) to avoid being destroyed.

If the score is 1, the hit is *deflected*; it has ricocheted off the vehicle without damaging it.

SAVING THROWS

A vehicle that suffers superficial damage must make a *saving throw* to avoid being destroyed. Look up the vehicle's saving throw on its data card, and roll a D6.

If the score is *equal to or greater than* the saving throw number, the hit has no effect; it only caused very minor damage that will not affect the performance of the vehicle.

If the score is *less than* the saving throw number, the vehicle has been destroyed, and is removed from play.

VEHICLE TARGETS WEAPONS TABLE					
Weapon	Range		To Hit Roll		Critical Hit Roll
	Short	Long	Short	Long	
Light Weapons					
Melta-Gun	-	12cm	-	5+	6+
Plasma Gun ^{1, 2}	-	24cm	-	6+(F)	-
Heavy Weapons					
Las-Cannon	30cm	60cm	4+	6+	4+
Missile Launcher	36cm	72cm	5+	6+	5+
Heavy Plasma Gun: ²					
- Sustained	20cm	-	6+(F)	-	6+
- Maximal	36cm	72cm	4+	6+	5+
Notes					
1 Instead of making a normal critical hit roll, roll 1D6: 1-2 = Deflected, 3-6 = Superficial damage.					
2 May only fire if attacker has first fire orders. Ignore normal +1 modifier to hit for first fire orders.					
VEHICLE HIT MODIFIERS					
Target in cover			-1		
Target has fall back orders			-1		
Target's armour rating			+AR		
Attacker has first fire orders			+1		
Attacker has charge orders			-1		

THE WEAPONS TABLES

There are two weapons tables in this game; one for use with vehicle targets and one for use with infantry targets. The *Infantry Targets Weapons Table* is presented later; for now, we'll concentrate on vehicles.

The weapons tables contain the following information about each weapon:

Range: The *short* and *long* ranges for the weapon.

Roll To Hit: This is the base number the player needs to equal or beat on a D6 to score a hit. If this number is followed by (F) the weapon has *following fire*, and if it is followed by (B) the weapon has a *burst circle*.

Critical Hit Roll: This is the number that the player must equal or beat on a D6 to score a *critical hit*.

NOTE: The *Vehicle Targets Weapons Table* includes entries for weapons that you will not find on any of the vehicle data cards. These weapons are used by infantry, and are dealt with later in the rules.



END PHASE

The most important thing that happens in the end phase is that the First Player hands the *First Player Marker* to his opponent, who becomes the First Player for the next turn.

Both players remove the turn's order counters from the table, ready for next turn's order phase.

In addition, the end phase may be used for any book-keeping and clearing up that needs doing.

ENDING THE GAME

The game ends when:

A. One player has no operational vehicles left on the table: A vehicle is operational as long as it has not been destroyed. When only one player has operational vehicles left on the table - the game is over. Players may move their vehicles off the table, a vehicle which has left the table may not return to play later on.

B. One player concedes defeat: At any time during the game, a player may decide that he can't possibly win, and concede the game to his opponent.

C. One player achieves his Victory Conditions: Some scenarios have Victory Conditions other than simply wiping out the other side. For example, you may need to get your vehicles safely across the table through an enemy ambush, or prevent the enemy making it to a point which you are defending. If you are playing a scenario which has a particular objective, then the game ends when one player has achieved his objective. The notes on the scenario will tell you how to handle this.



SCENARIOS

The Wars of the Horus Heresy have raged across more than a million worlds. Few indeed are the inhabited worlds of the galaxy that have been untouched by this great civil war, and there can be no guarantee that any Human world will be spared the spectacle of Human fighting Human, Space Marine fighting Space Marine, brother fighting brother.

The conventional starting-point for the Heresy is the Scouring of Isttvan, when Horus destroyed all life on Isttvan III with a virus bombardment. It was now that a few loyal Marines from Horus' command seized the frigate *Eisenstein*, and carried news of the Heresy to Terra.

Both Horus and the Emperor knew that victory would lie with the side which delivered the first crushing blow. So far, the Rebels had swept all before them; the Loyalists, taken by surprise at the outbreak of the wars, were beginning to co-ordinate a response, and the tide of the war was turning, ever so slowly, in the Emperor's favour. The Traitors quickly gained control of the Adeptus Mechanicus workshops on Mars, and thrust straight at Terra itself. At all costs, Horus must maintain the momentum of his early victories.

The forces of Horus landed on Terra, and laid siege to the Imperial Palace. One by one, the Palace defences crumbled before the overwhelming tide of attackers. The Palace was walled in with a ring of ceramite and adamantium. On a front over ten thousand miles long, the battle raged; but within days of landing on Terra, Horus was within sight of the Inner Palace. Nothing stood in his way but the Adeptus Custodes of the Emperor's bodyguard, the Space Marines of the Imperial Fists and Whitescars, and the Titans

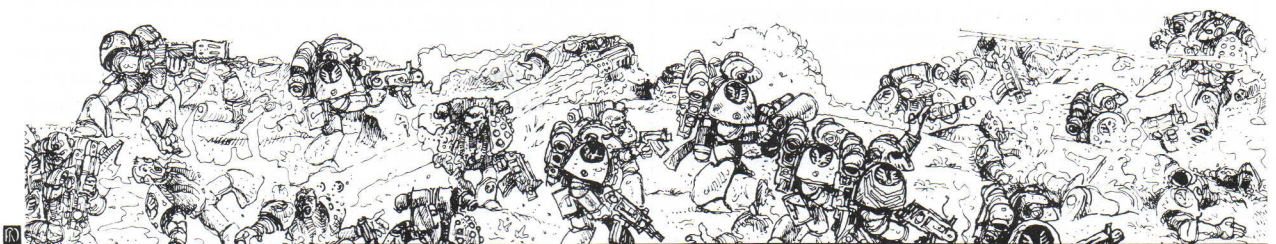
of the Fire Wasps. Despite thousands of casualties, the Warmaster had an overwhelming superiority of numbers behind him, and these last defenders could easily be swept aside. Victory seemed certain.

As the Outer Palace fell, the Emperor acted. He took personal command of an elite strike force of Adeptus Custodes and Imperial Fists, which teleported directly into the Rebel command chamber. Horus' assault on Terra was a strike at the heart of the Imperium; now, here was a strike at the heart of the Heresy.

The Emperor's counter-attack was successful, but at a cost. Horus was killed, but the Emperor himself was grievously wounded. Only his superhuman willpower kept him alive; since that day, he has been confined to the biomechanical life-support unit called the Golden Throne.

The death of Horus broke the rebellion. With their leader dead, the Rebels fell back from the Sol system, and then began the Great Scouring which continues to this day. Across the galaxy, Traitor forces fight desperate rearguard actions against advancing Loyalists. But the Imperium must take care; any weakness in Imperial defences invites attack, and on many of the thousands of battle-fronts the advantage still lies with the Traitors.

Across the galaxy, the Imperium is advancing. But on thousands of individual worlds, and in hundreds of individual systems, the Traitors still have the upper hand. And the wars shall be decided world by world, and system by system. A successful strike at a key target could swing the tide back in the Rebels' favour; and the wars can never truly be over until one side is annihilated to the last man.



WHAT IS A SCENARIO?

In games like chess, the playing pieces are always set up in the same way, and a player always has the same objectives to fulfil in order to win the game. This isn't the case with *Space Marine*, just as it isn't the case with combat in the real world. Instead, the forces a player will have at his command, and the objective he must achieve, are decided by the *scenario* which is being played.

This section contains five scenarios for vehicle vs vehicle combats. A scenario is basically a parcel of information, telling you everything you need to know in order to play a game. Each of the game scenarios gives you the following information:

Imperial Player: The forces under the command of the Imperial Player.

Rebel Player: The forces under the command of the Rebel Player.

Special Rules: Sometimes a scenario will have special rules that apply throughout the game.

Victory Conditions: Each scenario has its own Victory Conditions, telling each player what he must do to win the game.

Also, each scenario has a few notes on its historical background, and the great battles of the Horus Heresy from which it is drawn.

For your first game, you will be playing scenario 1 - *Engage & Destroy*. Both players should roll a dice, and the player with the higher score may decide to be the Rebel or Imperial Player. After you've played *Engage & Destroy* a couple of times, and feel you've got used to the rules, feel free to choose any of the other scenarios.

Brother-Captain Rittman turned on the holo. The enemy positions glowed red, his own forces white. A pale blue star settled on a building marked Tower 1031. The Rebel command bunker was supposedly in its basement.

As each driver completed his system checks, a Land Raider icon flashed gold. Sword Seven was last, as usual; the Techmarines had spent much of the night repairing it. The comnet whispered as each crew joined in a prayer to the Emperor. Sword Company was ready to move.

"This is Sword Leader. Company," - he paused - "follow me!"

They drove between shattered buildings, their tracks throwing up dust and rubble. They crossed a square, with gaudy market stalls waiting for long-dead customers. The Land Raiders crashed through them all, trailing streamers of bright cloth.

Rittman kept his eyes on the holo. The Rebel lines were away to their right, behind a line of buildings. Ahead the road turned to tangled, impassable wreckage. It was time to break cover.

"Company, left wheel." The Land Raiders jolted across the rubble. It was open all the way to the Rebel positions. A killing ground, which must be crossed quickly.

Rittman switched the holo to external, and saw a missile coming straight at his Land Raider. The hull shuddered, and Rittman stared at the damage displays. All clear. The missile had malfunctioned! Surely here was an omen - the Emperor's luck!

THE STANDARD SCENARIOS

—ENGAGE & DESTROY—

A force of Imperial Land Raiders has been ordered to cover the flank of the main army, when they encounter an identical force of Rebel Land Raiders. It's a straight battle - to the death.

Imperial Player:

6 Land Raiders, in 3 detachments of 2 vehicles each.

Rebel Player:

6 Land Raiders, in 3 detachments of 2 vehicles each.

Victory Conditions:

The last player to have an operational Land Raider on the table is the winner.

Historical Background:

The Imperial advance across the Elsinore Waste to attack the city of Rosencrantz during the Scouring of Gilden's Star was punctuated with almost continual skirmishes between Imperial and Rebel armoured patrols. On the outskirts of Rosencrantz, a Land Raider patrol of No. 1 Company, Blood Angels Chapter, encountered an identical patrol from the Word Bearer Traitor Marines. Surprise was mutual on both sides, and there was no advantage of terrain; the battle was completely even. What followed has long been considered to be one of the classic Land Raider vs Land Raider confrontations.

—CONVOY—

A detachment of Imperial Land Raiders has been ordered to escort a detachment of Rhinos carrying vital supplies. On the way, they are intercepted by a force of Rebel Land Raiders.

Imperial Player:

4 Land Raiders, in 2 detachments of 2 vehicles each. 4 Rhinos, in a single detachment.

Rebel Player:

6 Land Raiders, in 3 detachments of 2 vehicles each.

Special Rules:

The Rebel player may not use a Land Raider to attack a Rhino if it could attack an Imperial Land Raider instead.

Victory Conditions:

The Imperial player must get two or more of the Rhinos off the table at the Rebel player's table edge in order to win. The Rebel player must wipe out the entire Imperial force to win. Any other result is a draw.

Historical Background:

Perhaps the most famous convoy action of the Horus Heresy was carried out by Land Raiders and Rhinos of No. 3 Company, Crimson Fists Chapter, during the defence of Gramercie in the Sangraal campaign. The planetary population had been decimated by an orbital virus bomb to which the Rebel forces had the only antidote. After a heroic raid on a Rebel installation, the Crimson Fists convoy fought its way through the massing Rebel forces and delivered the antidote to the garrison of Gramercie in the nick of time. Brother-Captain Parzval, who commanded the action, went on to a highly distinguished career, finally to become Imperial Commander of the Crimson Fists.

REFERENCE SECTION

This section includes all the charts and tables from the game, presented together for ease of reference.

TURN SEQUENCE

This chart shows the unified turn sequence for *Adeptus Titanicus* and *Space Marine*. Entries in *italic* refer to *Adeptus Titanicus* only, and should be ignored in games which do not involve Titans.

ORDER PHASE

Players give orders to *all Titans*, all vehicle detachments and all infantry detachments.

MOVEMENT PHASE

- Fall Back Segment:**
 - First Player moves all vehicle and infantry detachments with fall back orders;
 - Second Player moves all vehicle and infantry detachments with fall back orders.
- Charge Segment:**
 - *Players take turns to move all Titans with charge orders;*
 - First Player moves all vehicle and infantry detachments with charge orders;
 - Second Player moves all vehicle and infantry detachments with charge orders.
- Advance Segment:**
 - *Players take turns to move all Titans with advance orders;*
 - First Player moves all vehicle and infantry detachments with advance orders;
 - Second Player moves all vehicle and infantry detachments with advance orders.
- First Fire Segment:**
 - *Players take turns to turn in place all Titans with first fire orders.*

REPAIR PHASE

As in Adeptus Titanicus rules. Does not apply to vehicles or infantry.

COMBAT PHASE

- First Fire Segment:**
 - *Players take turns to fire all Titans with first fire orders;*
 - First Player fires all vehicle and infantry detachments with first fire orders;
 - Second Player fires all vehicle and infantry detachments with first fire orders.
- Advance Segment:**
 - *Players take turns to fire all Titans with advance orders;*
 - First Player fires all vehicle and infantry detachments with advance orders;
 - Second Player fires all vehicle and infantry detachments with advance orders.
- Charge Segment:**
 - *Players take turns to fire all Titans with charge orders;*
 - First Player fires all vehicle and infantry detachments with charge orders;
 - Second Player fires all vehicle and infantry detachments with charge orders.
- Close Combat Segment:**
 - *Close combats between Titans are resolved.*
 - Close combats involving vehicles and/or infantry are resolved.

END PHASE

The First Player marker changes hands, and a new turn begins.

INFANTRY ORDERS TABLE

Orders	Move Rate	Weapon Use
First fire	No move	Any weapons
Advance	8cm	Basic weapons and <i>light</i> support weapons only ¹
Charge	16cm ²	Basic weapons only
Fall Back	16cm ²	May not attack

Notes

- 1 Support weapons fall into two categories, *light* and *heavy*, as shown on the *Infantry Targets Weapons Table*.
- 2 Infantry equipped with jump packs may move 30 cm under these orders.
- 3 Infantry may make any number of turns during movement.
- 4 Infantry embarked on vehicles follow the movement rules for the vehicles. The infantry may disembark at any point in the vehicle's movement, and may then move as infantry in the same movement phase.
- 5 Infantry may only move into close combat with charge orders.
- 6 Infantry may enter an unoccupied building if it is in base contact with the building at the start of the movement phase.

VEHICLE WEAPON LOCATION CODES

Location	Code	Fire Arc
Turret	Tt	360°
Swivel Mount - left side	SwL	180°
Swivel Mount - right side	SwR	180°
Swivel Mount - front	SwF	180°
Swivel Mount - back	SwB	180°
Fixed Mount - front	FxF	90°
Fixed Mount - back	FxB	90°

To be sure, our vehicles are small - smaller than the lightest Titan. They mount only the smaller weapons, and lack the protection of even a single Void Shield. We may be blasted to ash, or crushed underfoot.

But there are many of our small vehicles. There are many of our small weapons. Even the deadliest Titan will take some time to kill all of us. And therein lies our virtue, for in that time, our little weapons may kill him.

- Brother-Captain Hardur Morren, Space Wolves Chapter

WEAPONS TABLES

These tables unify all the weapons tables in this game, and the weapon table from *Adeptus Titanicus*.

VEHICLE AND TITAN TARGETS WEAPONS TABLE

Weapon ³	Range		To Hit Roll		Critical Hit Roll
	Short	Long	Short	Long	
Light Weapons					
Melta-gun	-	12cm	-	5+	6+
Plasma-gun ^{1, 2}	-	24cm	-	6+(F)	
Heavy Weapons					
Auto-cannon	36cm	72cm	5+	6+	6+
Las-cannon	30cm	60cm	4+	6+	4+
Missile launcher	36cm	72cm	5+	6+	5+
Multi-launcher	36cm	72cm	4+(B)	6+(B)	5+
Multi-melta	12cm	24cm	5+	6+	3+
Heavy plasma gun: ²					
Sustained	20cm	-	6+(F)	-	6+
Maximal	36cm	72cm	4+	6+	5+
Very Heavy Weapons					
Defence laser	72cm	-	3+(B)	-	2+
Macro-cannon	72cm	-	3+(B)	-	3+
Plasma cannon:					
Sustained	20cm	-	4+(F)	-	6+
Maximal	36cm	72cm	3+(B)	6+(B)	3+

NOTES

- 1 Roll 1D6; 1-2 = Deflected, 3-6 = Superficial damage.
- 2 May only fire if attacker has first fire orders. Ignore normal +1 modifier to hit for first fire orders.
- 3 Note that the *Basic Weapons* used by infantry do not affect Titans or vehicles, nor do heavy bolters or vehicle mounted bolters.

INFANTRY TARGETS WEAPONS TABLE

Weapon	Range		To Hit Roll		Saving Throw Modifier
	Short	Long	Short	Long	
Basic Weapons ¹					
Bolt pistols	-	8cm	-	4+	-1
Bolters	12cm	24cm	4+	5+	-1
Light Weapons					
Vehicle mounted bolters	-	24cm	-	6+	0
Melta-gun	-	12cm	-	6+	-1
Plasma gun ^{2, 3}	8cm	24cm	4+	5+	-1
Heavy Weapons					
Auto-cannon	-	72cm	-	5+	-1
Heavy bolter	20cm	40cm	4+	6+	-1
Las-cannon	-	60cm	-	6+	-1
Missile launcher:					
Frag missile	-	72cm	-	5+	0
Plasma missile	-	72cm	-	5+	-1
Heavy plasma gun ^{2, 3} :					
Sustained	20cm	40cm	4+	6+	-1
Maximal	-	72cm	-	5+	-1
Multi-launcher	72cm	-	5+(B)	-	-1
Multi-melta	12cm	24cm	4+	5+	-1
Very Heavy Weapons					
Defence laser	72cm	-	4+(B)	-	-2
Macro-cannon	72cm	-	4+(B)	-	-2
Plasma cannon					
Sustained	20cm	40cm	4+(F)	6+(F)	-2
Maximal	36cm	72cm	4+(B)	6+(B)	-2

NOTES

- 1 Infantry units with charge orders may not use ranged weapons.
- 2 May only fire if attacker has first fire orders. Ignore normal modifier to hit for first fire orders.
- 3 Note that the *plasma gun* referred to in the *Adeptus Titanicus* rules is the *heavy plasma gun*.

FIRING MODIFIERS

VEHICLE TARGET FIRING MODIFIERS

Target in cover	-1
Target has fall back orders	-1
Target's armour rating	+ AR
Attacker has first fire orders ¹	+1
Attacker has charge orders	-1

INFANTRY TARGET FIRING MODIFIERS

Attacker has charge orders	-1
Target has fall back orders	-1
Target is in soft cover	-1
Target is in hard cover ³	-2

Notes

- 1 The attacker *does not* receive a +1 modifier for first fire orders when attacking an infantry stand.
- 2 Infantry stands in the open with first fire orders count as being in soft cover.
- 3 Infantry stands inside buildings count as being in hard cover.

FIRING PROCEDURE

Note that a vehicle or infantry stand may *only* fire in the segment indicated by its orders for the turn.

1. Check that the target is within:
 - a. line of sight from the firer;
 - b. fire arc of weapon(s) being used;
 - c. range of weapon(s) being used.
2. Measure range - check against appropriate *Weapons Table* to find roll required to hit.
3. Check *Firing Modifiers Table* and adjust roll required to hit as appropriate. If the final required number is more than 6, consult the *Maximum to Hit* table.
4. Roll dice to hit - one dice for each barrel in the case of multi-barrelled weapons.
5. Discard dice which roll less than the required number to hit.
- 6a. If the target is an infantry stand, consult the appropriate data card to find the *saving throw* number. Reroll all dice which hit; if any rolls less than the saving throw number, the stand is destroyed and removed from the table.
- 6b. If the target is a vehicle, consult the *Vehicle Target Weapons Table* to find *critical hit roll*. Reroll all dice which hit. If any dice rolls equal to or greater than the *critical hit roll* for the weapon and range, the vehicle is destroyed and removed from the table. If no dice rolls a critical hit, consult the vehicle's data card to find the *saving throw* number. Discard all dice which rolled 1, and reroll the rest. If any dice rolls less than the saving throw number, the vehicle is destroyed and removed from the table.

Special cases: note that there are special rules relating to weapons with *burst circles* - marked (B) on the *Weapons Tables* - weapons with *following fire* capability - marked (F) on the *Weapons Tables* - and *plasma weapons*. Consult the full rules when using such weapons.

MAXIMUM TO HIT

	Score Needed To Hit		
	7	8	9+
Roll required is 6 followed by:	4+	5+	6+

MORALE TABLE

Roll D6 in the order phase for any infantry detachment without a commander.

Modified Dice Roll	Result	Permitted Orders
6 or more	Pass	Any
2-5	Pinned	fall back or no orders ¹
1 or less	fall back	fall back, rout test ²

MORALE MODIFIERS

Detachment (<i>all</i> stands) in hard cover:	+1
Detachment 2 or less remaining stands:	-1
Detachment given fall back orders last turn . . .	-1

Notes

- 1 Detachments with no orders may not move, and fire in the advance segment of the combat phase.
- 2 The player must roll 1D6 for each stand in the detachment. On a roll of 1 or 2 the stand routs, and must be removed from play.

CLOSE COMBAT

Moving into close combat: Infantry may *only* move into base contact with enemy infantry or vehicles if they have charge orders for that turn.

Firing at attackers: If an infantry stand has first fire orders, it may fire during the movement phase at any infantry stand which is moving into close combat with it. This is the *only* firing that the infantry stand may carry out in the turn.

Resolving close combat: This takes place in the close combat segment of the combat phase. Where a close combat is one-on-one, check the infantry data card to find the *close assault factor* (CAF) for the attacking stand. Roll one dice, add the CAF and add any appropriate modifiers from the *Infantry vs Infantry* section of the *Close Assault Table*. Repeat the process for the defenders. The stand with the lower final score has lost the close combat, and must make a *saving throw* to avoid destruction, just as in normal combat. In the case of a tie, *both* sides must make saving throws.

Vehicles in close combat: Vehicles in base contact with enemy infantry are assumed to be in close combat. Close combats are resolved as normal, except that a different set of modifiers is used. When rolling for vehicles, use the *Vehicles vs Infantry* section of the *Close Assault Table*; when rolling for the infantry, use the *Infantry vs Vehicles* section. Note that a vehicle data card has two CAF values: always use the *second* for resolving close combats with infantry.

CLOSE ASSAULT TABLE

INFANTRY VS INFANTRY

Charge orders	+1
Fall back orders	-2
Attacking a unit in a building	-2
Each secondary attacker	+3

INFANTRY VS VEHICLES

Charge orders	+1
Fall back orders	-2
Each secondary attacker	+3
Vehicle's armour rating	- AR

VEHICLES VS INFANTRY

Charge orders	+1
First fire orders	-2
Each secondary attacker	+3

RAMS AND OVERRUNS

During the movement phase, a vehicle may attempt to ram an enemy vehicle or Titan or *overrun* an enemy infantry stand, by moving into base contact with it. A vehicle's movement always ends when it makes a ram attack; if it survives an overrun, it may carry on moving as normal.

Ramming vehicles: Both players roll a dice and add the AR of the opposing vehicle.

- If one player wins by 3 or more, his opponent's vehicle is destroyed and his own vehicle is undamaged.

- If one player wins by 1-2 points, his opponent's vehicle is destroyed and his own vehicle suffers *superficial damage*; it is destroyed if it fails a *saving throw*.

- In the event of a tie, both vehicles suffer superficial damage, and must make saving throws as above.

Ramming Titans: Roll as for a normal ram attack, adding the modifiers from the *Ram Modifiers - Vehicle vs Titan* table. A vehicle ramming a Titan is always destroyed. Void shields are ignored, since the ram attack takes place inside them.

- If the vehicle player wins by 3 or more, the Titan suffers *critical damage* to its legs.

- If the vehicle player wins by 1-2 points, the Titan suffers *superficial damage* to its legs.

If the scores are tied or the Titan wins, the Titan suffers no damage.

Overrunning infantry: The vehicle player rolls 2D6 and adds the *first* of the two CAF numbers on the data card. The infantry player rolls 2D6 and adds the CAF for the stand which is being overrun. The player with the lower final score must make a *saving throw* or his unit is destroyed.

RAM MODIFIERS - VEHICLE VS TITAN

Titan's Dice Roll

Vehicle's armour rating..... +AR

Vehicle's Dice Roll

Titan has a damaged reactor..... +1

Titan has charge orders..... -1

TITAN STOMP ATTACKS

Weapon
Stomp

Roll To Hit
4+

STOMP ATTACK HIT MODIFIERS

Target has first fire orders..... +1

Target has charge or fall back orders..... -1

Target's armour rating..... +AR

STANDARD DETACHMENTS TABLE

Detachment Type	Units No & Type	Battle Rating
Tactical Detachment	4 Tactical Stands 4 Support Stands 2 Commanders	500 points
Assault Detachment	4 Assault Stands 1 Commander	300 points
Devastator Detachment	4 Devastator Stands 1 Commander	460 points
Land Raider Detachment	2 Land Raiders	400 points
Rhino Detachment	4 Rhinos	180 points
Whirlwind Detachment	4 Whirlwinds	240 points

FOOL OR HERO? TABLE

2D6 Roll	Result
8 or more	Success
4-7	Failure
3 or less	Disaster

Modifiers

Elite detachment.... +1

Results are explained in the *Heroic Actions* section of the *Advanced Game* rules.

BARRAGE TABLE

Target	To Hit Roll	Critical Hit Roll	Saving Throw Modifier
Light Barrage - Battle Rating 100 points			
Vehicles and Titans	No effect	-	-
Infantry	5+	-	0
Medium Barrage - Battle Rating 200 points			
Vehicles and Titans	6+	5+	-
Infantry	5+	-	-1
Heavy Barrage - Battle Rating 300 points			
Vehicles and Titans	3+	3+	-
Infantry	4+	-	-2

Brother Culverin recited the Battle Litany of the Space Wolves silently. The Land Raider bucked like a living thing as it sped across the broken ground, and the air flashed with laser fire like the lurid signs of a starport pleasure quarter. He concentrated on the silent words, clearing his mind.

*'One are the weapon and warrior,
One being in mind and in will,
This One is the centre of being,
Around it stands everything still.'*

Slowly, he felt his mind grow detached from the motion, the noise and the ever-changing light. The great twin las-cannon on the Land Raider's port side moved smoothly, following his eyes as they scanned the Rebel position. They fired, and a Rebel Land Raider burst like a food sac in an airlock. Still the great lasers moved, firing seemingly of their own volition as Culverin watched. A second Rebel Land Raider died in a gout of flame. Culverin was dimly aware of heat, and the smell of burning, but they seemed to come from another world. He was one with his las-cannon.

SPOILING ATTACK

Imperial Land Raiders attack the Rebel front line with the aim of inflicting casualties and withdrawing once Rebel reinforcements arrive.

Imperial Player:

4 Land Raiders, in 2 detachments of 2 vehicles each. 8 Whirlwinds, in 2 detachments of 4 vehicles each.

Rebel Player:

Initial Force: 4 Land Raiders, in 2 detachments of 2 vehicles each. Reinforcements (see *Special Rules*): 4 Land Raiders, in 2 detachments of 2 vehicles each.

Special Rules:

The Imperial player is the First Player in the first turn of the game. The Rebel player may set up his initial force up to 30cm in from his edge of the table. The Rebel player rolls a D6 in the end phase of each turn to see if his reinforcements arrive. On the first turn they arrive on a roll of 1, on the second turn they arrive on a roll of 1 or 2, and so on. The reinforcements may enter anywhere along the Rebel player's table edge.

Victory Conditions:

Each player receives a number of victory points equal to the battle rating of any enemy vehicles that are destroyed. The Imperial player must beat the Rebel player's victory point total by 250 points or more in order to win. The Rebel player must beat the Imperial player's total to win. Any other result is a draw.

Historical Background:

The Tallarn campaign saw some of the most protracted actions of all the wars of the Horus Heresy. The capital city of Ragsburg changed hands several times during the three-year campaign. Both sides spent months testing each other's lines, and No. 4 Company of the Dark Angels Chapter was just one force assigned to tie up enemy forces in skirmishing while heavy attacks were planned elsewhere. They became highly proficient at hit-and-run raiding, inflicting heavy casualties and withdrawing in the face of reinforcements.



THE TRAP

An Imperial force of Land Raiders and Rhinos falls into a deadly ambush.

Imperial Player:

6 Land Raiders, in 3 detachments of 2 vehicles each. 8 Whirlwinds, in 2 detachments of 4 vehicles each.

Rebel Player:

6 Land Raiders, in 3 detachments of 2 vehicles each.

Special Rules:

The Rebel player sets up *all* the scenery. He nominates a point on the table, and the Imperial player must set up all of his vehicles within 12cm of that point. The Rebel player then sets up *anywhere* on the table, but at least 36cm away from any of the Imperial player's vehicles.

The Imperial player must give *all* of his detachments advance orders for the first turn. The Rebel player is always the First Player in the first turn of the game.

Victory Conditions:

Both players receive a number of victory points equal to the battle rating of any enemy vehicles that are destroyed. At the end of the game, the player with the highest victory points total is the winner.

Historical Background:

The advance on Meramar on Thedarc II was an exceptionally bloody action, hard-fought every inch of the way. Retreating Rebel forces made good use of terrain and surprise to mount ambushes against Imperial scouting forces. The only Imperial force to survive an ambush intact in this action was from No. 1 Company, Space Wolves Chapter, under the personal command of Imperial Commander Leman Russ.

ALL OUT WAR

This is a larger version of Engage & Destroy, using every model supplied with the game!

Imperial Player:

8 Land Raiders, in 4 detachments of 2 vehicles each. 16 Whirlwinds, in 2 detachments of 4 vehicles each.

Rebel Player:

8 Land Raiders, in 4 detachments of 2 vehicles each. 16 Whirlwinds, in 4 detachments of 4 vehicles each.

Special Rules:

Each player may only set up one detachment at the start of the game. In the end phase of the turn, each player may enter one more detachment. Reinforcement detachments must be set-up within 12cm of the player's table edge.

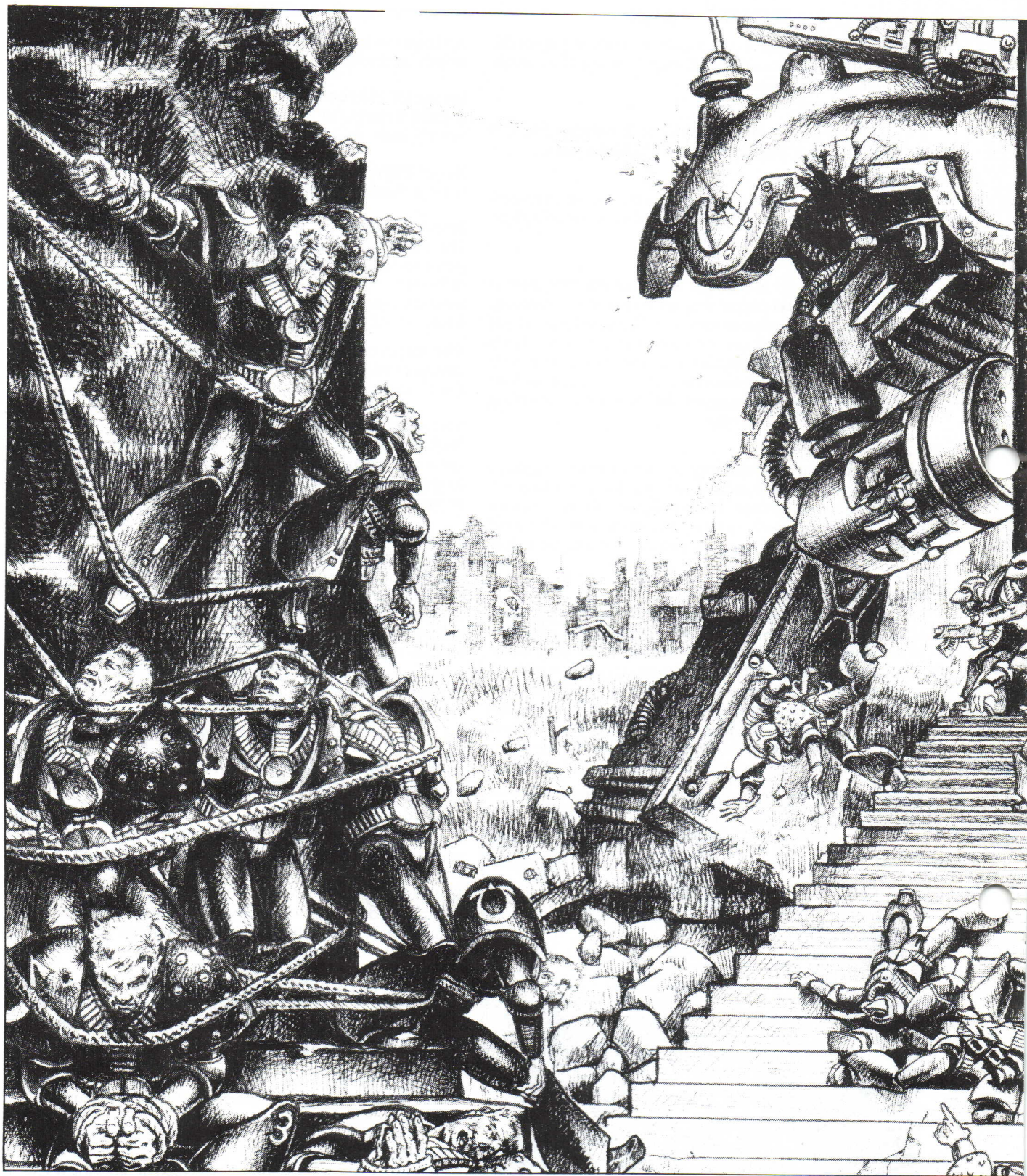
Victory Conditions:

The last player to have an operational vehicle on the table is the winner.

Historical Background:

The conflict popularly known as the Erssian Bloodbath saw actions on every conceivable scale and with every available force and combination of forces.

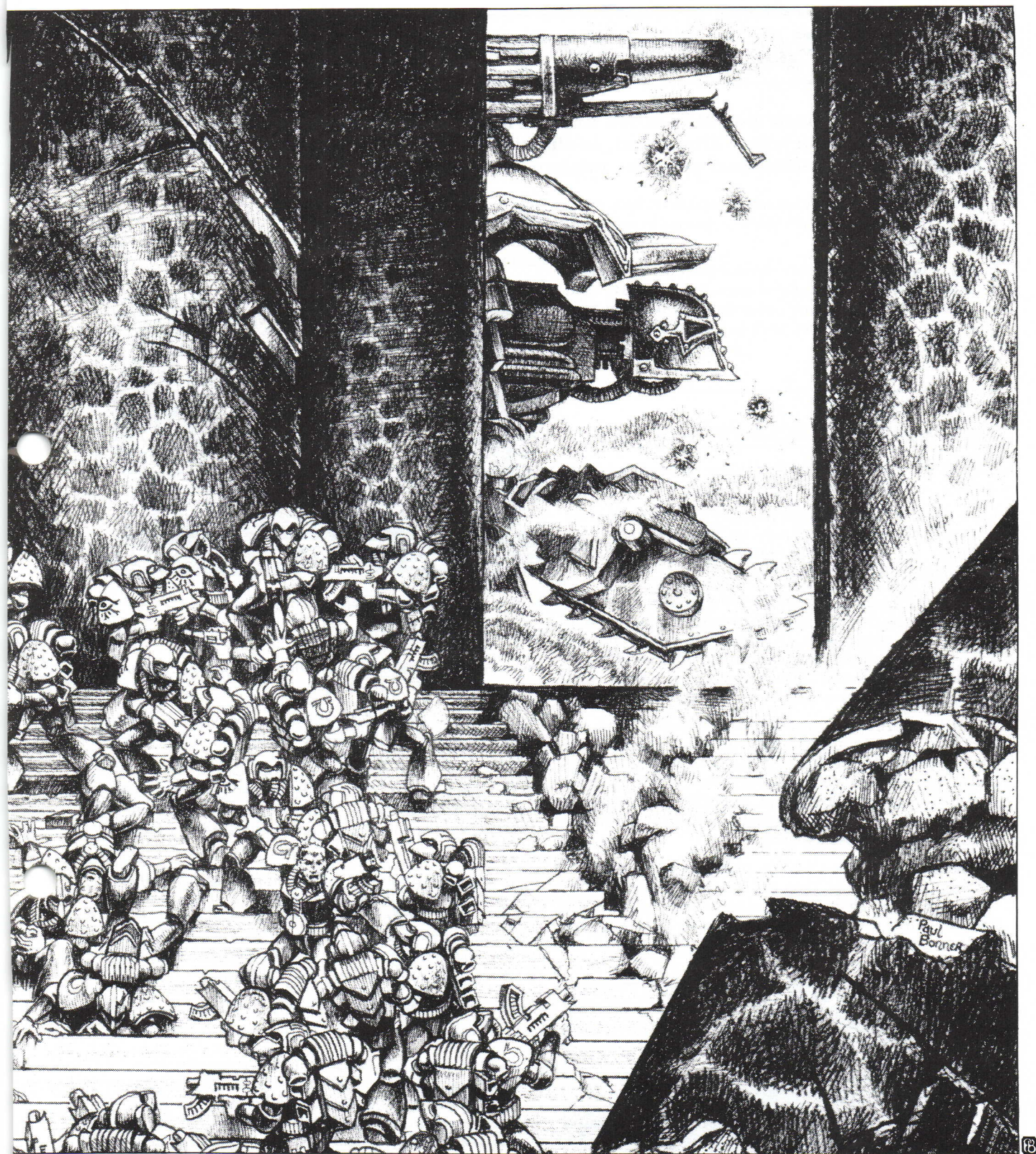
As a massive Imperial task force advanced upon a complex thought to house the stolen body of Warmaster Horus, the Rebels threw every available resource into its defence. Large-scale battles were fought across a front over fifty miles long, and armoured skirmishes like this one were commonplace.



Brother-Captain Gatham looked in horror at the broken, bloodied corpses of his men. They clung to the shattered pillars, held by thick ropes of steel that cut into their limbs. All were dead.

Gatham silently put down the viewers, carefully laying them on a nearby rock. His voice was shocked and quiet. "How could they? How could they do that to their Brothers..."

Then something snapped. Gatham turned and spat into the dirt, damning the Traitors' souls under his breath and bringing his gloved fist down onto the rock. "They will pay for their blasphemy. Every last one of them will pray for death when I have finished."



The staircase erupted, scattering rock across the temple floor. The Ultramarines' bolters burst into life, spraying the enemy's ranks with a hail of exploding shells. Dozens of Traitors fell as the Ultramarines advanced, pushing them towards the altar.

The last seven Sons of Horus stood ready for the coup de grace, awaiting Gatham's revenge.

The Ultramarines' bolters lit up as one, throwing the Traitors backwards. Their bodies jerked as they were torn apart by the shells, finally falling in a crumpled heap at the base of the pillars. Gatham nodded, satisfaction evident in his expression. "For the Brothers. They have been avenged."

INFANTRY RULES

Infantry are the basic building block of an army. They can move into areas that are impassable to vehicles or Titans and, in the right circumstances, they are capable of defeating Land Raiders and even the mighty Titans themselves.

In *Space Marine*, infantry are organised into *stands*. Each stand represents a group of 5 Marines, trained to move and fight as a team.

Each member of an infantry stand is armed with a *basic weapon* - a bolter in the case of most Marine stands - and in addition, a stand may have one or more *support weapons* to provide extra firepower, such as a missile launcher or heavy bolter.

TYPES OF INFANTRY STAND

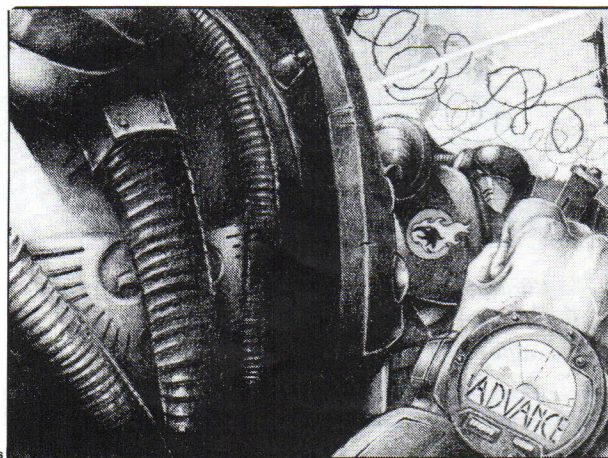
Infantry stands are split into four types; *Tactical*, *Support*, *Assault* and *Devastator Stands*.

Each type of Space Marine infantry stand has its own *infantry data card*, with all the relevant information about weapons, effectiveness in combat, armour and so forth presented in an easy-to-use format.

Tactical and Support Stands are the most widely used Space Marine infantry units, with standard Marine issue weapons and equipment. In most combat situations, a Space Marine infantry force will be composed of equal numbers of Tactical and Support Stands, providing an ideal mix of light and heavy firepower.

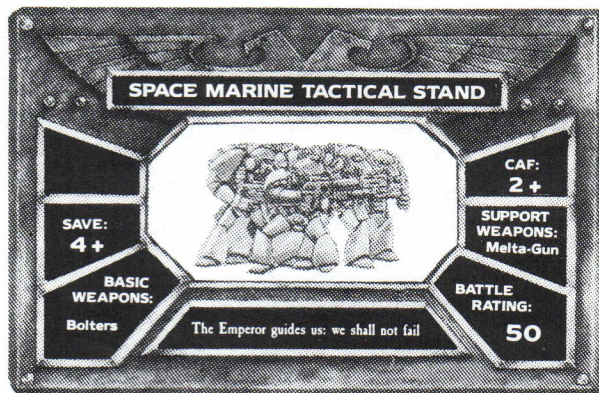
Assault Stands are units of Space Marines who are specially trained and equipped for close combat and storming defended positions such as enemy bunkers, gun emplacements and buildings. Their bolters are replaced with bolt pistols and other close combat weapons, making them less effective in a fire-fight than a Tactical Stand, but ideally suited to close assaults.

Devastator Stands are the other type of specialist Space Marine infantry units. They put the emphasis on heavy firepower rather than close-combat effectiveness. With additional heavy weapons, they specialise in picking off armoured vehicles and pounding enemy positions from a distance.



INFANTRY DATA CARDS

Each type of unit has an infantry data card carrying the following information:



Name: The name and type of the stand.

Basic Weapons: The *basic weapons* carried by the stand.

Support Weapons: The number and type of *support weapons* carried by the stand.

Close Assault Factor (CAF): This number represents the stand's effectiveness in close assault against other stands or vehicles. The *higher* the number the better.

Saving Throw: This represents how well-armoured the stand is. The *lower* the number, the better; if a stand must make a *saving throw*, you must roll this number or more on a D6.

Battle Rating (BR): This number represents the stand's effectiveness in battle. The higher the BR, the deadlier the infantry stand. Battle ratings are used in some scenarios, where players are given a certain number of points to spend and are allowed to pick their own forces. The BR is the stand's 'points cost' in these circumstances.

Notes: Any special rules that apply to the stand.

Brother Halan ran forward, his bolter jumping as he slammed shell after shell into the Traitors' ranks. Intoxicated with pride, he shouted the Litany of Victory at the top of his voice and threw a handful of grenades into a nearby trench. There was a series of muffled cracks and a sheet of earth and shrapnel erupted from the hole.

Halan sprinted over and dropped into the ditch, grinning. The muddy floor was covered with the bodies of dead and dying.

He picked up a helmet, and the reality of the situation finally hit home. "They're Marines!"

DETACHMENTS

Infantry stands must be organised into *detachments* in the same manner as vehicles. All of the stands in a detachment *must* be of the same type, and a detachment may not include both infantry and vehicles (though a detachment of infantry may, of course, be embarked on vehicles that are part of a separate detachment).

Like vehicle detachments, infantry detachments *must* remain within 6cm of each other, with no gaps of more than 6cm. If the detachment is split by more than 6cm it must be given advance orders next turn, and must move back into an acceptable formation as soon as possible.

Standard infantry detachments are listed in the scenarios and in the section on *Designing Your Own Forces in The Advanced Game*.

DETACHMENT COMMANDERS

An infantry detachment is always led by a *commander*, who is vital for its effective control. The scenarios and army lists state how many commanders each detachment has.

Each commander must be attached to a stand in the detachment, and must remain with that stand throughout the game. Only one commander may be attached to a stand, but a detachment may have more than one commander. When an infantry stand is destroyed, an attached commander is also killed.

To indicate that an infantry stand has an attached commander, the stand is marked with one of the plastic banners.

If an infantry detachment does not have a commander, it must make a *morale test* (see below) at the start of each order phase.

A stand with an attached commander has its close assault factor increased by +1.

MORALE TESTS

At the start of the order phase, any infantry detachment without a commander must make a *morale test*.

The player rolls a D6, adding any *morale modifiers* to the score, and consults the *Morale Table* below:

MORALE TABLE		
Modified Dice Roll	Result	Permitted Orders
6 or more	Pass	Any
2-5	Pinned	Fall back or no orders ¹
1 or less	Fall back	Fall back, rout test ²
Notes 1: Detachments with no orders may not move, and fire in the advance segment of the combat phase. 2: The player must roll a D6 for each stand in the detachment. On a roll of 1 or 2 the stand <i>routs</i> , and must be removed from play.		
Morale Modifiers		
Detachments (<i>all</i> stands) in hard cover:		+1
Detachment has 2 or less remaining stands:		-2
Detachment given fall back orders last turn:		-1

DISBANDING

If an infantry detachment finds itself out of formation, you may choose to *disband* part of the detachment rather than giving the whole detachment advance orders to bring one stand back into formation.

Disbanding represents the infantrymen scattering and retreating to a rallying point off the battlefield, making the maximum use of smoke and cover as they move. They are concentrating on making it to the rallying point, and play no further part in the battle. An infantry stand that is disbanded is treated as destroyed, and removed from play immediately. You may disband stands at any time in the turn sequence, removing the relevant stands straight away.

Although it destroys the stands, you may wish to disband part of an infantry detachment to avoid the detrimental effects created by formation restrictions. For example, if you don't want to give a detachment advance orders just to reform a single stand, the separated stand could be disbanded instead. Perhaps a couple of stands may have survived the destruction of a vehicle, while the rest of their detachment is still safely embarked and moving on. To maintain formation, all the vehicles would be reduced to moving at the same speed as the disembarked infantry stands. Disbanding the two stands on foot allows the rest of the detachment to continue moving at full speed.

Brother-Captain Fenlan opened the Rhino's hatch and poked his head out. He caught the faint stench of sulphur in the air before his respirator rattled into life and filtered it out. Checking the seals of his suit, he cast a glance towards the enemy.

The Traitors were just visible on the horizon, the pure white of their uniforms a stark contrast to the featureless red sand that stretched as far as the eye could see. He tried to make an estimate of their numbers, but the heat haze distorted his vision; he guessed there were about five thousand, but it could well have been twice that number. As for his own side, they had just under seven thousand.

The two sides charged. Fenlan's Salamanders drove into the centre of the Death Guards, a column of dark green cutting through the Traitor's white. Along the edges of the column there were bright veins of flashing light as the Marines exchanged shots. With painful slowness the green mass began to spread sideways, clearing itself a path with heavy bolter fire, pushing forward over the bodies of the fallen.

The rest of the Salamanders' swung around the Death Guards' flanks, trying to surround them and box them in, but the Traitors refused to yield. They fought for every inch of ground, simultaneously pushing back the flanking force and squeezing the line of troops that bisected them, isolating it within a circle of their own men. Suddenly caught with nowhere to run, the Salamanders' main force was slaughtered; within a matter of minutes every last Marine was blown apart, his broken body trampled underfoot.

Fenlan watched as his troops began to lose the advantage, his despair becoming stronger as each explosion smashed their ranks. His hand shaking, he picked up the comlink.

"Brother Captain Fenlan. Treab's World, Northern Sulphur Desert. Request immediate reinforcements. We are engaged in combat with a large Traitor force, and are sustaining heavy losses."

ORDER PHASE

Infantry detachments are affected by orders in the same way as vehicle detachments. Orders are given to whole detachments, not to individual stands. The orders that are given to an infantry detachment affect how far it can move and which weapons it may fire, as shown on the *Infantry Orders Table* below.

In addition, infantry detachments with first fire orders count as being in soft cover when in open terrain, as it is assumed that they will be lying down and making use of any cover that is available.

INFANTRY ORDERS TABLE		
Orders	Move Rate	Weapon Use
First Fire	No move	Any weapons
Advance	8cm	Basic Weapons and Light Support Weapons only ¹
Charge	16cm ²	Basic Weapons only
Fall Back	16cm ²	May not attack

Notes

1: Support weapons fall into two categories, light and heavy, as shown on the *Infantry Targets Weapons Table*.

2: Assault stands are equipped with jump packs and may move up to 30cm under these orders.

MOVEMENT PHASE

In the same way as a vehicle, infantry stands have two different movement rates: *advance* or *charge*. The distance that an infantry stand can move depends on what orders it was given for the turn, as shown above. Infantry may move in any direction or combination of directions during their move - unlike vehicles, they don't have to worry about making turns or which way they are facing.

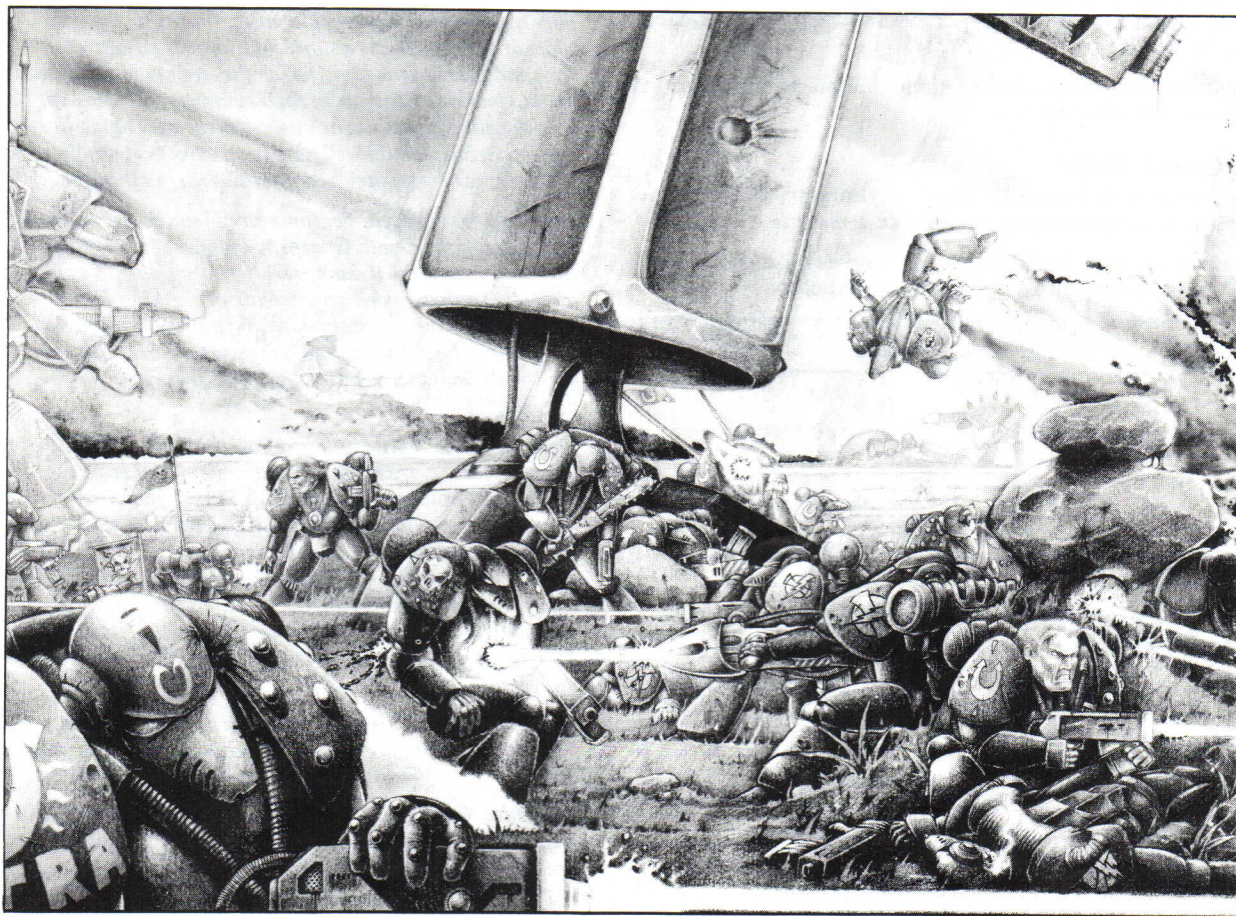
CLOSE COMBAT

When an infantry stand is in base-to-base contact with enemy infantry, it is considered to be engaged in close combat. Full rules for close combat are given in the section on *The Combat Phase*.

An infantry stand may only move into base-to-base contact with an enemy stand if it has charge orders. An infantry stand that is already in base-to-base contact with an enemy stand may only move away if it has fall back orders.

JUMP PACKS

Worn by Assault Stands to carry them quickly into combat, jump packs allow Marines to make a series of short powered jumps during their move. If an Assault Detachment is given charge or fall back orders, it may move up to 30cm instead of the usual 16cm. Jump packs don't allow true flight and, although stands can move over other infantry or vehicles, they cannot fly over Titans or buildings.



CARRYING INFANTRY IN VEHICLES

The data cards for some vehicles state that they may carry infantry. The processes of getting infantry stands on and off vehicles are known as *embarking* and *disembarking* respectively.

To *embark*, a stand must have advance or fall back orders, and the vehicle must have first fire orders. As long as the stand can reach the vehicle, they may embark. Embarked stands are removed from the table, and the player makes a note of which vehicle they are in. In following turns, the vehicle moves and fights normally, taking the infantry with it until the infantry *disembarks*.

An infantry stand with advance or charge orders may *disembark* from a vehicle which has advance or first fire orders. If the vehicle has advance orders, the stand may disembark at any point during the vehicle's move, and then move normally itself. When a stand disembarks it must be placed next to the vehicle it is leaving. The stand may not fire on the turn in which it disembarks, but it may take part in close combat if it has charge orders. A stand with advance orders may not disembark into contact with enemy stands.

Note that embarked stands and the vehicles that are carrying them must still obey the rules for detachment formations. If a detachment of infantry is embarked on vehicles from more than one vehicle detachment, the vehicles carrying the infantry must observe the formation rules both for the infantry and for their own detachments.

BUILDINGS

Infantry are capable of entering buildings and moving about inside them. This is often a good tactic, as the building will provide plenty of hard cover for anyone inside. On the other hand, a lot of the weapons on the battlefield are quite capable of destroying buildings, which can be very bad news for any infantry inside the building at the time.

MOVING INTO BUILDINGS

An infantry stand can enter a building if it is in base contact with it at the *start* of the movement phase, *provided* that no enemy infantry are inside the building. If the building is occupied by enemy troops, a series of close combats must be fought before the building can be 'liberated' - all this is explained in the section on *The Combat Phase*. Infantry stands may not enter a building which is occupied by enemy infantry, and may only move into base-to-base contact with the building if they have charge orders - just like entering any other close combat situation.

Brother Gorran was thrown forward by the explosion. His world was consumed by a brilliant white light as the laser bolt hit the turf beside him, filling the air with dirt and smoke. The noise was deafening, and the stench of burnt ozone almost choked him. He hit the ground, and lay still.

When he glanced up the battle had reached him.

Out of the corner of his eye he saw the bright flash of a plasma gun hitting home, and felt a great weight fall across his shoulders and roll off to one side. For a moment he stared into the Traitor's eyes as he lay beside him. Then he whipped his bolter up and squeezed the trigger. Gorran caught the fear in the Traitor's eyes as he blew the Marine's skull apart. He intoned a brief prayer without emotion, without regret.

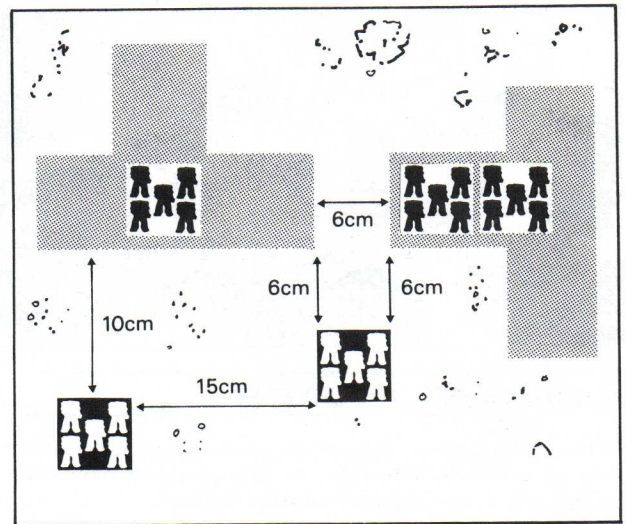
Show that a stand has entered a building by placing it on the roof, at any point not already occupied by another stand. A maximum of four infantry stands may be placed on a T-shaped building and a maximum of five stands may be placed on a cross-shaped building.

An infantry stand inside a building which has advance or charge orders may move to any area on the roof during the movement phase, or may leave the building. Stands with fall back orders *must* leave a building if they are in one.

Stands leave buildings during the movement phase. Place the stand at any point beside the building that is not occupied by an enemy stand, and then move it normally.

COMMAND CONTROL IN BUILDINGS

Infantry stands within the same building always count as being within 6cm of each other with regards to detachment formations. A stand that is within 6cm of a building, or is in another building that is within 6cm, counts as being within 6cm of any stands inside the building.



RUBBLE

When a building is destroyed (see *The Combat Phase*), a *rubble counter* is placed on the roof to indicate that the building has been reduced to a smoking ruin. Vehicles may not enter rubble, and infantry move through a ruin at half their normal move rate. Any infantry stand in rubble counts as being in hard cover.

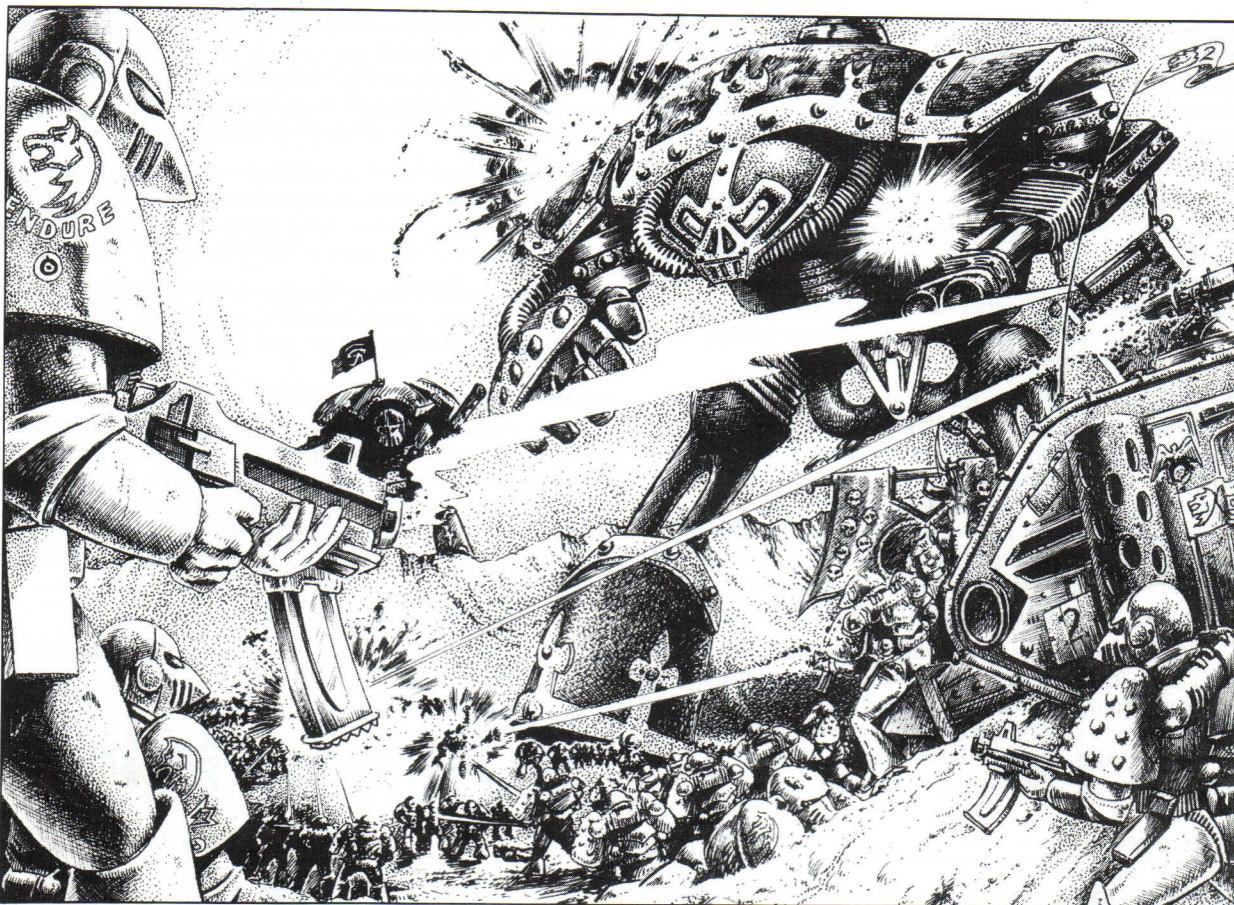
ATTACKS IN THE MOVEMENT PHASE

When a battle involves both infantry and vehicles, there is an additional kind of attack which can be made in the movement phase.

VEHICLE OVERRUNS

During their movement, vehicles may *overrun* infantry stands which are in the open. The vehicle must have charge orders, and must move into base-to-base contact with the infantry stand it wishes to overrun.

The player controlling the vehicle rolls 2D6 and adds the vehicle's overrun value (the *first* number given on the data card for close assault factor). The player controlling the infantry rolls 2D6 and add the infantry's CAF. The player with the lower score must make a saving throw; if the saving throw is failed, the unit is destroyed. Vehicles that are not destroyed may carry on moving after an overrun if the player wishes.



COMBAT PHASE

In the combat phase, infantry behaves in much the same way as vehicles. The rules in this section cover the exceptions to the combat rules for vehicles.

TARGETING

FIRE ARC FOR INFANTRY STANDS

An infantry stand has a 360° arc of fire with all of its weapons.

NUMBER OF TARGETS

In the combat phase, an infantry stand may make *one* attack with *all* of its basic weapons, and one attack with each of its support weapons.

Most weapons are capable of attacking both infantry and vehicles. A weapon may be used to attack one or the other, not both, in the same turn. For example, a Land Raider has a Rhino and an infantry stand in the arc of fire of its left hand las-cannon. It may either attack the vehicle or the infantry, not both.

Some weapons, such as bolters, are only effective against infantry. These weapons may not be used against non-infantry targets.

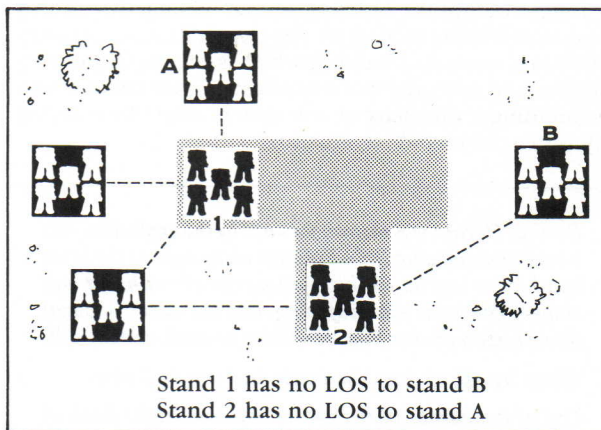
TARGETING INFANTRY STANDS

Fire against infantry stands must always be directed at the *closest* stand which is in the LOS and fire arc of the firer. If two or more targets are at the same range, the attacker may choose which is attacked. Burst circles must be placed

so that the *closest* target is one of those attacked, but otherwise can be placed freely so that as many units as possible are under the burst circle.

BUILDINGS

Infantry stands that are in a building may *not* trace a LOS through a wall that they are not touching. Similarly, they cannot have a LOS drawn to them if the attacking stand must trace the LOS through a wall that the stand is not touching.



At the start of the combat phase, a player may declare that any stand in a building is *hiding*. A stand that is hiding cannot see out of the building, and cannot be seen, even if the LOS is drawn through a wall that the stand is touching. Stands that are hiding *may* be attacked in close combat, which is covered later on.

INFANTRY TARGETS WEAPONS TABLE					
Weapon	Range		To Hit Roll		Saving Throw Modifier
	Short	Long	Short	Long	
Basic Weapons					
Bolt Pistols	-	8cm	-	4+	-1
Bolters	12cm	24cm	4+	5+	-1
Light Support Weapons					
Vehicle Mounted					
Bolters	-	24cm	-	6+	0
Melta-Gun	-	12cm	-	6+	-1
Plasma Gun ¹	8cm	24cm	4+	5+	-1
Heavy Support Weapons					
Auto-Cannon	-	72cm	-	5+	-1
Heavy Bolter	20cm	40cm	4+	6+	-1
Las-Cannon	-	60cm	-	6+	-1
Missile Launcher:					
- Frag Missile	-	72cm	-	5+	0
- Plasma Missile	-	72cm	-	5+	-1
Heavy Plasma Gun: ¹					
- Sustained	20cm	40cm	4+	6+	-1
- Maximal	-	72cm	-	5+	-1
Notes					
Infantry units with charge orders may only attack in close combat.					
1 - May only fire if attacker has first fire orders; the firer does not receive the normal +1 modifier to hit.					
INFANTRY HIT MODIFIERS					
Attacker has charge orders			-1		
Target has fall back orders			-1		
Target is in soft cover			-1		
Target is in hard cover			-2		
Notes					
The attacker <i>does not</i> receive a +1 modifier for first fire orders when attacking an infantry stand.					
Infantry stands in the open with first fire orders count as being in soft cover.					
Infantry stands inside buildings or in rubble count as being in hard cover.					

FIRING

Use the *Infantry Targets Weapons Table* when attacking infantry stands. A roll to hit is made for each weapon, as normal. Note that the basic weapons of an infantry stand count as a single weapon, and a single roll to hit is made regardless of the number of Marines firing.

DAMAGE

Attacks by infantry on vehicles are handled in the normal way. Attacks on infantry stands (by any firer) are handled a little differently.

If a hit is scored, the target must make a *saving throw* - no critical damage roll is required. If the saving throw is failed the stand is destroyed and removed from the table.

Do not speak to me of victory. I count nothing as victory while one Rebel heart still beats.

- Commander Marren Ragne, Blood Angels

THE SAVING THROW

To make a saving throw, the target player must roll a D6, adding the *saving throw modifier* from the *Infantry Targets Weapons Table*. If the result is equal to or greater than the saving throw number shown on the target stand's data card, the saving throw is successful and the stand is unharmed. Otherwise, the saving throw is failed and the stand is destroyed.

Note that saving throw modifiers on the *Infantry Targets Weapons Table* only apply to infantry saving throws - for vehicle targets always use the saving throw modifiers on the *Vehicle Targets Weapons Table*.

CASUALTIES TO EMBARKED INFANTRY

If a vehicle suffers *critical damage*, any infantry stands it is carrying are destroyed. If a vehicle fails a saving throw and is destroyed, any stands it is carrying must make a saving throw to survive. If they do, place them beside the wrecked vehicle. Stands that survive the destruction of a transporting vehicle may not do anything else for the remainder of the turn.

DAMAGING BUILDINGS

Attacks against buildings are treated as attacks against vehicles, and the *Vehicle Targets Weapons Table* is used. A weapon may be used *either* to attack a stand in a building *or* to attack the building itself, not both. All attacks against buildings receive a +1 modifier to hit.

Only *critical damage* can affect a building. Keep a close track of the number of critical hits a building has received with the *building damage counters*. Place one building damage counter on the building for each critical hit the building takes. A building becomes *unstable* once it has taken three critical hits.

In the end phase of each turn, roll a D6 for each unstable building, adding +1 to the score for each additional critical hit taken since the building became unstable. For example, if a building which holds 3 stands suffers 4 critical hits, it adds +1 to the roll. On a modified result of 6 or more, the building will collapse. All infantry stands in a building that collapses are automatically destroyed, and the building becomes a smoking pile of *rubble*. Place a *rubble counter* on the roof of the building, or just beside it. Vehicles may not enter rubble, and infantry move through a ruin at half their normal move rate. Any infantry stand in rubble counts as being in hard cover.

CLOSE COMBAT

Infantry stands that are in base-to-base contact with enemy units at the start of the combat phase are said to be in *close combat*. Stands with first fire orders are allowed to fire in the first fire segment of the combat phase, but may only attack the units which have engaged them in close combat. Close combat is then conducted normally in the close combat segment of the combat phase.

Stands with any other orders may not fire while engaged in close combat, and a stand which is already engaged in close combat may not be given first fire orders.

Stands that are engaged in close combat *must* fight in the close combat segment. Close combats are resolved as a number of *close assaults*, each of which is decided by a separate *close assault roll*.

To resolve each close assault, *both* players roll 2D6 and add their stand's *close assault factor* plus any *tactical factors* from the *Infantry vs Infantry* section of the *Close Assault Table*. The player with the *lower* score must make a successful saving throw to avoid his stand being eliminated. In the case of a tie, *both* stands make saving throws.

MULTIPLE COMBATS

Two or more stands may gang up to attack one enemy unit, as long as all enemy units are attacked by at least one stand. The First Player is allowed to decide which stand will attack which enemy unit if there is any dispute.

The player who has the most stands in the close assault chooses one as the *primary attacker*; the others are *secondary attackers*. A single dice roll is made, with any modifiers based on the primary attacker; +3 is added for each secondary attacker. If the side with more stands loses, only the primary attacker has to make a saving throw.

To resolve each close assault, *both* players roll 2D6 and add their stand's close assault factor plus any *tactical factors* from the *Infantry vs Infantry* section of the *Close Assault Table*. The player with the *lower* score must make a successful saving throw to avoid his stand being eliminated. In the case of a tie, *both* stands must make saving throws.

VEHICLES IN CLOSE COMBAT

Vehicles that are in base-to-base contact with enemy infantry stands are assumed to be engaged in close combat.

Vehicles are *not* engaged in close combat by enemy vehicles; instead both vehicles may attack with ranged weapons using the normal rules.

Close assaults between vehicles and infantry are resolved as for infantry vs infantry close assaults, except that the infantry add the factors from the *Infantry vs Vehicle* section of the *Close Assault Table* to their dice roll, while the vehicle uses the factors from the *Vehicle vs Infantry* section of the *Close Assault Table*.

Note that vehicles use the *second* CAF number on their data cards to resolve close assaults in the combat phase.

CLOSE ASSAULT TABLE	
Infantry vs Infantry	
Charge orders	+1
Fall back orders	-2
Attacking a unit in a building	-2
Each secondary attacker	+3
Infantry vs Vehicles	
Charge orders	+1
Fall back orders	-2
Each secondary attacker	+3
Vehicle's armour rating	+ AR
Vehicles vs Infantry	
Charge orders	+1
First fire orders	-2
Each secondary attacker	+3

CLOSE COMBAT IN BUILDINGS

Infantry stands with charge orders can attack enemy stands in a building if the player states this intention in the movement phase.

The attacking stands must finish their move touching the building in order to attack the stands inside. Do *not* move the attacking stands into the building. Defending stands with first fire orders may attack any attacking stands with ranged weapons, subject to normal targeting and firing rules.

To resolve the close combat, place all of the defending stands from the building in a row, on any convenient spot. The attacker must now place his stands in a row beside the defenders. If one side has more stands than the other, spare stands may be used to make multiple combats.

Each close assault is dealt with as normal, except that all attacking stands suffer a -2 tactical modifier. When the defending stands are all destroyed, the surviving attacking stands may be moved into the building.

Stands which are assaulting a building count as being in hard cover if they are attacked by ranged weapons in subsequent turns, and will be destroyed if the building collapses. Although the stands have been moved outside to resolve the combat, the troops they represent are still actually inside, with all the benefits and hazards that brings.

Dust plumed upward as the *Pia Poena* landed. Here and there, small lakes of plasma cooled to glass on the plain, the last traces of the orbital bombardment which had established the landing zone.

In the Master Control Chamber, Imperial Commander Adrin Leigad stood over the holo, monitoring the landing of his ship. The comnet spread the sounds of the *Ritus Adpulsis* throughout the ship, and in his mind Leigad could see the thousands aboard the *Pia Poena* moving quietly about their appointed tasks to the measure of the chanting.

The vast ship settled slowly, more than covering the site of the city which had stood there two days before. The Scouring of Catenanda had begun.

Towers and turrets extended from their landing positions. Weapons and scanners moved smoothly into readiness.

Two hundred feet below, six Warlord Titans strode three abreast from an open doorway. Two thousand Space Wolves streamed from smaller doorways, and Leigad could almost hear the noise as their dozens of vehicles moved out.

The huge internal elevators were bringing the main Titan strength down from the flight bays. Another six Warlords and eight Reavers marched out. On the opposite flank of the ship, a thousand Ultramarines stood ready, and their Dreadnoughts crowded to join them.

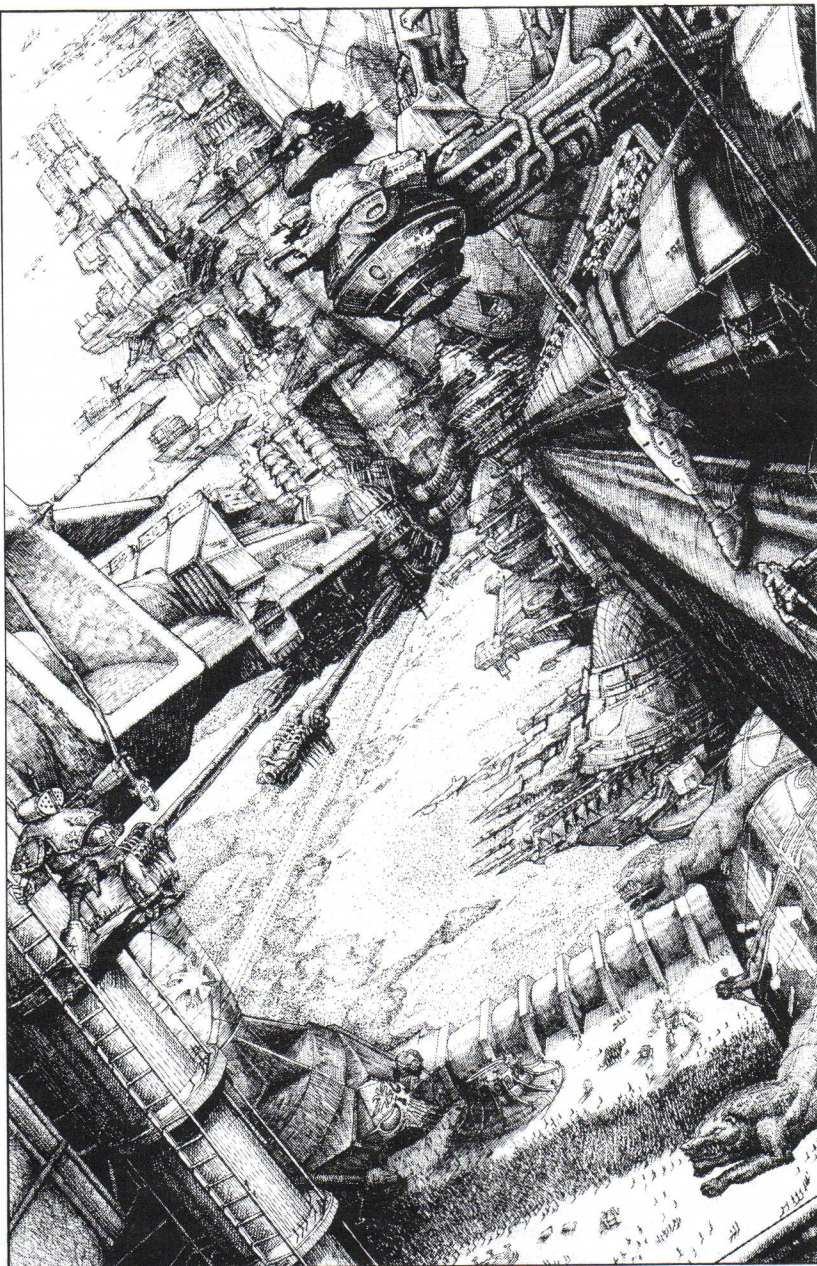
The Imperial force took a little over an hour to disembark. Leigad felt himself swelling with pride as he took in the sight of the assembled force.

Titans from the *Fire Wasps*, Warp Runners and Imperial Hunters, Marines from the *Space Wolves*, Ultramarines, and Iron Hands; they covered the plain in parade order. No loyal heart could remain unmoved by this sight. At Leigad's nod, a junior bridge officer opened the external com-channel.

"My esteemed passengers," he began. "My duties to you are almost over. On behalf of the crew of the *Pia Poena*, I wish you well. May the Emperor guide you and guard you. Before you set about your great task, I call upon Reclusiarch Cravach, as the highest-ranking Chaplain here present, to lead the *Fidelis Sum*."

Four thousand voices were raised in prayer. Four thousand voices praised the Emperor, and damned the Traitors. As the last echoes of the chant faded away, a hundred Titans raised their weapons in salute.

The end of the prayer marked the beginning of the Scouring. Brother-



Captain Rathvin raised the banner of Three Company high, and led his Space Wolves in double-time to the mustering-station for Force Absolute.

The Marines boarded their Rhinos and Land Raiders with practised efficiency. Ahead, some thirty vehicles in Ultramarines colours took the head of the column; behind them, the Iron Hands contingent fell into the line.

To either side of the column marched Force Absolute's Titan strength - four Warlords, four Reavers and two Warhounds from the Warp Runners. The Warhounds loped to the front of the line, eagerness written in their every movement. Rathvin snapped on his comlink.

"Lupus Pack, this is Leader. The hunt

begins." He nodded to his driver, and the Land Raider jolted into motion. The other Space Wolves vehicles pulled into line, moving to the rear of the convoy.

"Wolf Leader to Absolute. We are ready."

"Thank you, Wolf Leader. Force Absolute, via ferite."

Rathvin switched his holo to overview. From the blinding white of the *Pia Poena*, the Scouring Forces set out for their targets. Force Bastinade, headed for the Yttrium refinery at Falthor; Castigant, for the Mechanicus workshops at Bradabant; Damnator, west to cover the flank of Force Absolute's assault on the city of Dubradur. There were many other forces, bound for targets outside the sector. Wherever they hid, the Traitors were doomed.

SCENARIOS

One new scenario, *Cityfight*, is presented here, as well as additions to allow you to include infantry in the standard scenarios presented earlier. We recommend that you play *Cityfight* first, to get used to the rules for infantry stands, buildings and close assaults.

CITYFIGHT!

At the heart of the city, in no-man's-land, stands a vital power transmission centre. Whoever can capture and hold this building wins control of the city.

Imperial Player: 1 Tactical Detachment, 1 Devastator Detachment and 1 Assault Detachment.

Rebel Player: 1 Tactical Detachment, 1 Devastator Detachment and 1 Assault Detachment.

Special Rules: Place a building in the centre of the table - this is a power transmission centre. Each player then takes it in turn to place a building on the board. Buildings must be placed within 6cm of an already-placed building. The First Player may set up his forces in any buildings that are closer to his edge of the table than his opponent's. The second player then does likewise. Neither player may set up in the power transmission centre. The power transmission centre will *never* collapse due to damage.

Victory Conditions: To win the game, a player must have one or more stands in the power transmission centre for one complete turn, with no enemy stands in contact with the building at the end of the turn.

Historical background: Fighting in a close urban environment, from street to street and building to building, is the kind of warfare where infantry is indispensable. The campaigns of the Horus Heresy and the Scouring saw literally millions of such actions, with vicious fighting to take command of key installations. Perhaps the most celebrated such action is the storming of the Rebel command centre in the capital city of Rykstag on Baztel 3, where the Space Wolves carried the day against the Emperor's Children Traitor Marines.

The Space Wolves' Land Raiders hit the trees at speed, felling the huge trunks like matchsticks as they followed the World Eaters into the woods. The grey tanks cut great swathes through the undergrowth, leaving wide, flattened tracks of foliage in their wake.

For a moment the noise of battle was dulled as the Land Raiders stopped firing, trying to find a target amongst the Traitors that weaved out of sight among the dark, oppressive trees.

The silence was broken by a series of explosions and a bright flash of searing white light as several World Eater Whirlwind detachments opened fire on the woods from a nearby hill top. The whole forest was consumed with a sudden flash as the flames caught the Land Raiders' fuel tanks. The Space Wolves' screams echoed across the valley as they were blasted apart, unable to escape from the metal death-traps. The Traitors were luckier. They spewed from the edge of the wood, running ahead of the inferno their own side had created.

The curtain of missiles swung across towards the huge tower blocks that lay alongside the wood. The buildings shook as the barrage pounded into their foundations. Like drunken

STANDARD SCENARIO ADDITIONS

Note: Unless stated otherwise, the Victory Conditions for the standard scenarios are unchanged.

ENGAGE & DESTROY

Add one Rhino Detachment and one Tactical Detachment to each side. The last player to have any operational vehicle or infantry stand in play is the winner.

CONVOY

Each side receives one Devastator Detachment. The Imperial Detachment starts embarked on two of the Rhinos (2 Stands per Rhino), and the Rebel Detachment starts in any building within 30cm of the Rebel player's table edge.

THE SPOILING ATTACK

The Imperial player begins the game with two Assault Detachments, embarked on any of the Whirlwinds (2 stands per Rhino).

The Rebel player receives one Devastator Detachment which may be set up at the start of the game, and one Assault Detachment with his reinforcements.

THE TRAP

The Imperial player receives two Tactical Detachments, which start the game embarked on the Whirlwinds. The Rebel player receives two Devastator Detachments that start the game in any building that is at least 36cm from any Imperial vehicle.

ALL OUT WAR

Both sides receive two Tactical Detachments, two Devastator Detachments and two Assault Detachments. These detachments enter play embarked on the Whirlwind Detachments, in the following order:

- 1st Whirlwind Detachment: One Tactical Detachment
- 2nd Whirlwind Detachment: Two Assault Detachments
- 3rd Whirlwind Detachment: One Tactical Detachment
- 4th Whirlwind Detachment: Two Devastator Detachments

men trying to stand, the huge towers swayed for a moment, then came crashing down in a cloud of shattered masonry and splintering glass on the Rhinos below. The carpet of vehicles was crushed under tons of rubble, their tracks squealing as they sought to get a grip on the muddy earth and escape. Less than one in fifty got out, only to be picked off by a barrage of missiles that slammed into their battered hulls and ripped them apart.

The World Eaters' Land Raiders thundered towards the rubble, lurching across the broken ground. They disgorged a dozen squads, who clambered over the ruined walls looking for survivors. Any that were found were shown no mercy. The Traitors were men possessed, ruthless in the slaughter of their brother Marines.

The low chant started on the edge of the woods, where Chaplain Rennan shouted the terrible oath, and it was picked up by every last World Eater that stood on the field. The Space Wolves paused in horror at the bastardised prayer; it was the prayer of the Heretic.

"Honour the craft of war, for only Horus is higher in our devotion."

BUYING YOUR FORCE

Players may design their own forces, instead of using the forces presented in the scenarios. To do this, choose the scenario you want to play as normal, and set up the terrain. Then refer to the *Force Point Table* below to find out how many points each player has to 'buy' his force. The cost of each standard detachment is equal to its battle rating, as listed in the *Standard Detachments Table*. Each player has a free choice as to what number and type of detachments they select, as long as the necessary models are available.

Space Marine detachments are organised depending on the task they have to perform, and thus can be made up of almost any number and type of Stands. This being said, there are several standard detachments which are by far the most commonly used. Standard detachments are taken from the *Codex Imperialis*, a mighty tome maintained on Terra by the Administratum, dealing with all aspects of Chapter and battlefield organisation.

FORCE POINT TABLE		
Scenario	Imperial Points	Rebel Points
Engage & Destroy	1850	1850
Convoy ¹	1460	1700
Spoiling Attack ²	1940	1300/1100
The Trap	2680	2100
All Out War	6040	6040
Cityfight	1200	1200
Notes 1: The Imperial player must buy one standard Rhino detachment; this is the convoy his other units are protecting. 2: The Rebel player has 1300 points to spend on his starting force, and 1100 points to spend on reinforcements.		

STANDARD DETACHMENTS TABLE		
Detachment Type	Units No & Type	Battle Rating
Tactical Detachment	4 Tactical Stands 4 Support Stands 2 Commanders	500 points
Assault Detachment	4 Assault Stands 1 Commander	300 points
Devastator Detachment	4 Devastator Stands 1 Commander	460 points
Land Raider Detachment	2 Land Raiders	400 points
Rhino Detachment	4 Rhinos	180 points
Whirlwind Detachment	4 Whirlwinds	240 points

NON-STANDARD DETACHMENTS

So far, we have concerned ourselves only with standard detachments. Players may field different detachments of their own design if they wish, and if both players agree to the use of non-standard detachments before the game.

A detachment must have at least two component units, and must consist completely of *either* vehicles *or* infantry. Infantry detachments must include at least one commander, and may not have more than one commander for every two stands.

The battle rating of a non-standard detachment is equal to the combined battle ratings of all its component units, plus 20 points per commander.

OVER THE TOP

Sometimes, you will want to spend a few more points on your forces than the scenario allows. You *can* do this, but it carries a risk.

If you want to overspend, do so. You may never overspend by more than 70 points. Then roll a dice and refer to the *Over the Top Table*. If the dice roll is in the range listed you must lose *one* detachment from your force. You choose which detachment you lose.

OVER THE TOP					
Extra Points Spent	1-20	21-40	41-50	51-60	61-70
Dice roll to lose a Detachment	6+	5+	4+	3+	2+

For example, if you have overspent by 55 points, you will lose a detachment if you roll 3 or more; if you roll 1 or 2, you've got away with it! A roll of 1 *always* means that you keep all your detachments, and a roll of 6 *always* means that you lose one.

"Now what would Garant do? He usually brings his troops in under Land Raider cover, but that was before..." Brother-Captain Tobias tapped his fingers against the edge of the desk. His voice dropped, the dismayed statement of fact punctuated by a sigh. "That was before he betrayed the Emperor's trust."

Tobias turned to Stalaman, his Lieutenant of twenty years and the longest serving Marine in the Chapter. "I suggest we send in a dozen detachments of Whirlwinds to box Garant's men in. The Land Raiders will find it difficult to manoeuvre amongst the buildings, and they'll be sitting targets if we take our men in on foot."

He returned his gaze to the map, painfully aware that each dot was a squad of Brother Marines that he was about to send into battle. It was a feeling he had known many times before, but this was the first time the enemy were, or had once been, their friends. It left a sour taste in his mouth.

Tobias knew that Garant had betrayed the Imperium, and must be destroyed at all costs. He gave the command to attack. "Remember, the Emperor's will is with us. We are the righteous, and cannot be defeated."

LEMAN RUSS

Leman Russ is one of the most famous of the ancient heroes of the Imperium. Many legends tell of his deeds during the dawn of Imperial History.

He was one of the twenty bio-engineered superhumans who would become the founding fathers, or Primarchs, of the original Space Marine Chapters. They were created by the Emperor to be stronger and tougher than any Human before or since. From their bio-engineered genes the Space Marines were cloned, yet even they were a pale reflection of their awesome progenitors, whose genetic material had to be diluted a thousand times for a single Marine.

Even before his birth, Leman Russ was the subject of titanic events. As the twenty foetal Primarchs slowly developed, suspended in their bio-support medium, Daemonic eyes observed them from the warp. The Daemons saw the pink and naked Primarchs lying in their amniotic tanks, and perceived the Emperor's plan. From the twenty Primarchs, a whole race of superhumans would be created. They would be Humanity's greatest champions and the scourge of aliens and Daemons alike. The Daemons saw this and raged. Aware that they could not face the Emperor himself, for he was a being of god-like power, the Daemons hatched a plan. Combining their strength, they broke down the mental barriers constructed by the Emperor to cloak the infant Primarchs, and, prevented from hurting them, sucked them into the warp. The babes were scattered throughout the galaxy, thrown onto twenty different worlds to be adopted by whatever parents they could find - parents that were not always Human.

Thus it was, on the planet of Fenris, that a mewling infant was discovered by a she-wolf as she hunted for her new-born cubs. A lesser child would have been torn apart by the giant wolf that stood as tall as a man, but no such fate would befall this golden man-cub with eyes like a wolf-king. Gently taking the child in her mighty jaws, the she-wolf bore him back to the safety of her cave, where he grew up amongst the wolf pack as part of the she-wolf's family. Within a few short years the child was an adult, for as a Primarch he was more than a normal man and grew as rapidly as his wolf-brothers.

He might have lived out all of his years with the wolves, had not Thengir, King of the people of Russ, sent his hunters into the forest to clear the pack from his land. The old grey she-wolf, and many of her cubs and claw-kin, died upon the spears and arrows of the King's hunters, but the wolf-man was spared, and Brought, bound and gagged, before King Thengir himself.

The King took the wild man from the forests into his care, and named him Leman - Leman of the Russ. Amongst men for the first time in his life, Leman quickly learned their skills, showing a natural aptitude for the way of the warrior. He mastered their weapons - iron axes and swords - and won many glorious victories. Great tales were told of his strength and courage: how he could pluck a tree from the ground and break it over his knee; how he could stand against a hundred men in battle, and within mere minutes have them begging for mercy; and how he could consume an entire ox and wash it down with a whole barrel of beer. When Thengir died, Leman became King of the Russ.

Under his leadership, they won many victories, for in battle Leman was all but invincible. When his armies marched, the howling of wolves heralded their path; when he fought, a pair of giant wolves battled by his side. Kings themselves, they were Freki and Geri, his wolf-brothers that had escaped from the King's hunters, and now had countless wolf-packs of their own to command.

The tales of King Leman were told far and wide, and came to the notice of the Emperor himself. Recognizing the power of a Primarch at work, he travelled to Fenris and confronted the Wolf-King, who blindly refused to pay him homage as the Master of Mankind. Challenged, Russ boasted that he could out-eat the Emperor, and proceeded to consume three whole oxen, forcing the Emperor to back down. Russ boasted he could out-drink the Emperor, and drained the royal cellars dry to prove the point. Russ boasted he could defeat the Emperor in combat; the Emperor held his powerglove aloft for a moment, and brought it down on the Primarch's head, felling him with a mighty blow which would have killed a lesser man. Leman Russ admitted defeat, acknowledged the Emperor, and swore to serve him faithfully.

Within years, all the Primarchs had been found, and became the fathers of twenty Chapters of Space Marines. Leman Russ became the progenitor of the Space Wolves, and was counted as a loyal servant of the Emperor.

Within a hundred years the Space Marines had reconquered the galaxy, and the Imperium was born. Throughout the Great Crusade the Space Wolves were at the front line, their leader at the head of the battle with two great wolves at his side, his coming announced by the howling of the pack.

On the world of Dulan, the Space Wolves and Dark Angels were to assault an enemy held fortress. Russ claimed the right to lead the attack, but 'Lion' El'Jonson, commander of the Dark Angels, refused and started the attack early. Russ was furious, and began a feud which was to continue for three centuries. The Emperor intervened to quell the fighting, and ordered that the disagreement be settled with a duel. Leman Russ faced his friend in combat and took a blade through the heart; the duel was declared a draw, and the normally fatal wound healed within weeks.

The Primarchs were to fight four more times before the death of El'Jonson. Friends to the end, they were united by shared rivalry and sense of honour. The feud would arise again, but not in Russ's lifetime.

Then came the betrayal. Like Russ, Horus was a Primarch. Unlike Russ he bore the title of Imperial Warmaster, and had complete control over five Chapters of Space Marines. Perhaps Horus was tainted by Chaos when abducted as a babe, or perhaps he was weakened by the exposure to the warp. Whatever the cause, Horus was responsible for the largest treachery Mankind has even known. In a single moment he threw away his love for the Emperor and the Imperium, he cast his pride into the dirt, discarded everything he stood for, and struck out. Across a hundred worlds, a thousand million men wept for their Emperor, who had been so cruelly betrayed by a man he called friend. For the first time, Marine would fight Marine in what would become known as the Horus Heresy.



THE ADVANCED GAME

This section of advanced rules allows you to expand the basic game. There are rules for elite detachments and heroic infantry actions, as well as various other refinements like hidden movement and set-up. The rules for off-table support allow a Commander to call down supporting missile fire, and there are full rules on how to integrate *Space Marine with Adeptus Titanicus*, so that you can fight epic battles featuring infantry, vehicles and Titans!

Before you start using the advanced rules, we recommend that you play a few games using only the basic rules, in order to get used to the game system. You may find it easier to introduce the advanced rules into your games one section at a time.

ELITE DETACHMENTS

Elite detachments contain the best trained and most highly motivated troops in a force. The following special rules apply to elite detachments:

1. All elite detachments receive a +2 bonus to *morale tests*.
2. All stands in an elite detachment add +2 to their *CAF*.
3. All stands in an elite detachment receive a +1 modifier to hit with all weapons. **Exceptions:** Weapons with a burst circle do not receive the bonus, and weapons with following fire only receive the bonus to the *first* to hit roll.
4. Commanders from elite detachments receive a +1 modifier when rolling on the *Fool or Hero Table* (see *Heroic Actions*).
5. The battle rating of an elite detachment is twice normal.

REGROUPING

Regrouping allows stands which have been destroyed to return to a detachment in the end phase of the turn, representing scattered troops re-forming and returning to the fray.

The player may take two identical 'dead' stands that originally came from the same detachment, discard one, and return the other to play, placing it beside the detachment's command stand.

Once a 'dead' stand has been discarded in this way, it may not be regrouped. Note that both stands must be identical, and from the same detachment.

No more than one stand per detachment may be regrouped in a turn.

An infantry detachment may *not* regroup if:

- it was given any orders during this turn
- it has no commander
- any enemy unit can trace LOS to any of the stands in the detachment
- any enemy unit is within 24cm of any stand in the detachment, even if there is no LOS

HEROIC ACTIONS

Space Marine officers are expected to lead by example, inspiring their troops by their own courage. The rules for heroic actions allow your Space Marine commanders to perform acts of outstanding valour on the battlefield.

Each type of heroic action may only be performed in a specific phase, as detailed below. To find out if a commander managed to perform a heroic action successfully roll 2D6, add +1 for an elite detachment, and refer to the *Fool or Hero Table*. A commander may only perform *one* heroic action per turn.

FOOL OR HERO?	
2D6 Roll	Result
8 or more	Success
4-7	Failure
3 or less	Disaster
Modifiers	
Elite detachment	+1

The Marines hesitated. They turned to look at the Thousand Sons that flooded from behind the buildings, then returned their gaze to Captain Kalan, faces full of indecision. They were to kill other Marines? Kalan understood their silence and nodded. He glanced towards the Traitors. Fighting down his own dismay he shouted the squad's maxim, his voice rising with every line.

"In the Emperor we believe. In the Emperor we trust. In his name we cleanse. Let our weapons purify."

Kalan pushed himself over the top and into the hail of shells. He screamed the litany of protection at the top of his voice as he scrambled to his feet and ran forward, gesturing for his men to follow.

Inspired, the Marines climbed out of the trench to follow. Kalan was ten yards in front, his chainsword held aloft.

Trying to forget the enemy were fellow Marines, his men charged, loyalty to the Emperor overcoming all else.

HEROIC ACTION DESCRIPTIONS

Each possible heroic action is described below. The phase and segment in which it may be performed is followed by the consequences of the action, according to the result of the *Fool or Hero* roll.

ON THE DOUBLE!

The commander leads his men forward at a run, covering the ground as quickly as possible. Inspired by the example of his speed and bravery, the Marines rush forward behind their commander.

When Performed: In the advance segment of the movement phase, when the detachment is picked to move. May only be used if the detachment has advance orders.

Success: All stands in the detachment may move at their charge rate this turn; in all other respects, they are treated as having advance orders.

Failure: All stands in the detachment move at the advance rate, as normal.

Disaster: As the commander charges forward, waving his men to follow, he is picked off by an enemy sniper! The rest of the stand is intact, but it no longer has a commander. Remove the command banner from the stand to show that the commander has been killed. The detachment moves as normal for its orders.

TAKEOUT!

The commander throws himself between the tracks of an oncoming vehicle, lets it pass above him, and drops grenades into its exhaust units. If he's successful, this will place the explosives dangerously close to the vehicle's engines.

When Performed: Movement phase, when a vehicle attempts to overrun the command stand.

Success: The overrun is dealt with as normal. In addition, the vehicle must make a saving throw, regardless of the result of the overrun roll.

Failure: The overrun is dealt with as normal.

Disaster: The commander is crushed to death under the vehicle's tracks. The rest of the stand is intact, but it no longer has a commander. Remove the command banner from the stand to show that the commander has been killed. The overrun is then dealt with as normal.

UP AND AT 'EM!

The commander leads his troops in a heroic attack on a nearby enemy unit.

When Performed: In the movement phase, when the detachment is picked to move. May only be used if the detachment has advance orders.

Success: Any or all stands in the detachment may move into close combat, even though they do not have charge orders.

Failure: The detachment may move as normal for its orders, but may not move into close combat.

Disaster: As the commander charges forward, he is picked off by an enemy sniper! The rest of the stand is intact, but it no longer has a commander. Remove the command banner from the stand to show that the commander has been killed. The detachment may move as normal for its orders, but may not move into close combat.

FIRE! FIRE! FIRE!

The commander whips his men into a frenzy, filling the air with fire. Following the example of their leader, the Marines leap to their feet and let rip from their bolt guns, firing fast and deadly.

When Performed: Combat phase, when the detachment is picked to attack.

Success: Any stands from the commander's detachment which are within 6cm of the commander (including the command stand itself) may attack *twice* with their basic weapons; if they made a snap fire attack in the movement phase, they may still make one attack during the combat phase.

Note that this heroic action does not allow additional attacks with support weapons.

Failure: All stands attack as normal.

Disaster: As the commander leaps up and prepares to inspire his men, he is picked off by an enemy sniper! The rest of the stand is intact, but it no longer has a commander. Remove the command banner from the stand to show that the commander has been killed.

CHARGE!

The commander hurls himself heroically forward into close combat, inspiring his men to follow his lead. He charges into the face of the enemy at the head of his brother Marines.

When Performed: In the close combat segment of the combat phase, before any close assaults are resolved. The command stand must be engaged in close combat to perform this action.

Success: The commander's stand receives a bonus of +2 to its close assault factor, and any other stands from the detachment receive a bonus of +1.

Failure: All close assaults are carried out as normal with no additional bonus or penalty.

Disaster: The commander leaps forward heroically, but misses his footing, stumbles, and is quickly hacked to pieces by the enemy. The rest of the stand is intact, but it no longer has a commander. Remove the command banner from the stand to show that the commander has been killed. All stands in this detachment within 6cm suffer a -1 penalty to their CAF for this turn only.

RALLY TO ME!

The commander rallies his troops around him, inspiring them with fresh courage. Chanting the battle rites of the Chapter, the commander reminds his men of their duty.

When Performed: In the end phase.

Success: *One* stand may automatically be *regrouped* (see *Regrouping*), regardless of the detachment's orders and the presence of enemy stands. Only *one* stand may be returned to play by this heroic action, and others must be discarded as normal.

Failure: The commander fails to rally any of his troops and they are unable to regroup.

Disaster: As the commander stands and recites the Chapter's battle litanies to inspire his men, he is picked off by an enemy sniper! The rest of the stand is intact, but it no longer has a commander. Remove the command banner from the stand to show that the commander has been killed. Needless to say, he fails to rally any of his troops.

HIDDEN SET-UP

Certain scenarios allow one player to use *hidden set-up*, so that his opponent does not know where some or all of his infantry forces are. Hidden set-up may *only* be used with infantry detachments - other forces are too easily seen!

SETTING UP

If a player is going to use hidden set-up, he takes one *hidden set-up counter* for each of his infantry detachments. He then takes an extra D6 hidden set-up counters.

Each hidden set-up counter has a number printed on it. The player should write down the numbers of the counters he's taken, and also which infantry detachment each number represents. The remaining counters (ie the extra D6 counters) are *dummy counters* and should simply have the word *dummy* written next to their number.

When forces are set up on the table, the player who is using hidden set-up does not place his infantry detachments. Instead, he places the hidden set-up counters on the table. Because some of these counters are dummies, his opponent won't know which ones represent real detachments and will have to make a guess about which to attack.

MOVEMENT AND FIRING

A hidden infantry detachment must be *revealed* before it can move or fire. An infantry detachment is always assumed to have first fire orders in the turn on which it is revealed, but may not snap fire in that turn.

REVEALING HIDDEN TROOPS

Infantry detachments may be revealed voluntarily or involuntarily. The player may choose to reveal any or all hidden infantry detachments at the start of the movement phase or the combat phase, exchanging the appropriate infantry stands for the counters.

If any enemy unit (including vehicles and Titans) moves within 12cm of a hidden set-up counter, or if it is hit successfully by a weapon with a burst circle, the counter is flipped over. If it is a dummy counter, it is discarded; if it represents an infantry detachment, the counter is replaced with the appropriate infantry stands.

When an infantry detachment is revealed, one stand (player's choice) is placed at the point occupied by the hidden set-up counter. The remaining stands may be set up as the player wishes, provided normal formation rules are obeyed and no stand is set up closer than 12cm to an enemy stand.

Note that, as stated above, an infantry detachment may neither fire nor move until it has been revealed.

HIDING IN BUILDINGS

When an infantry detachment is hidden inside a building, the detachment does not have to be revealed until an enemy unit moves into base-to-base contact with the building. When the detachment is revealed, stands may be placed in the building with the hidden set-up counter, or in any other building within 6cm of the counter - but not in a building which is occupied by enemy infantry.

If a building holding a hidden set-up counter collapses, the whole detachment is destroyed, even if the whole detachment could not have fitted into the building.

FIRING ON HIDDEN TROOPS

Only weapons with a burst circle may be used to fire on a hidden set-up counter, since only these weapons can affect a wide area, and any troops that may be hidden there. When firing on a hidden set-up counter, all normal range and LOS rules apply.

When a weapon with a burst circle is used to fire on a hidden set-up counter, the attack is carried out normally. Only one roll to hit is made, as the counter is a single target. The required score to hit is 9+ regardless of the weapon and range, and the roll is not modified by any tactical or other factors.

If a hit is scored, the detachment is revealed automatically. The defender must make a saving throw, applying the weapon's saving throw modifier as usual. If the saving throw is failed, the defender must choose one stand from the hidden detachment to be destroyed. He should do this in secret, so as not to reveal if the counter is a dummy.

BONUS SCENARIO

TANKHUNT

A force of Space Marines are sent out on a raid behind enemy lines. Taking cover in some buildings on a vital supply route, their mission is to destroy an advancing armoured column. But the Rebels have found out about the raid, and advance on the buildings with caution.

Imperial Player: Four elite infantry detachments, each consisting of two Support stands and one commander.

Rebel Player: 6 Land Raiders, in 3 detachments of 2 vehicles each.

Special Rules: The advanced rules for *Hidden Set-up*, *Elite Detachments*, and *Heroic Actions* must be used with this scenario. When setting up, a building may only be placed within 6cm of an already-placed building. The Imperial Player must set up first, in any of the buildings, using the rules for hidden set-up. The Rebel Player sets up second, at least 36cm away from any of the buildings.

Victory Conditions: The winner is the player who manages to wipe out the opposing force.

Historical Background: During the Scouring of the desert planet of Tubruq, four detachments from the Space Wolves' 8th Company, under the personal command of Imperial Commander Leman Russ, mounted a heroic raid behind enemy lines. Having occupied a deserted industrial complex which lay across the Rebel lines of communication, they destroyed an armoured column which was heading for the front, and then fought their way clear and rejoined the main body of the company, some 300 kilometers away.

Martial vigour and ferocity are virtues, to be sure. But do not throw your forces blindly into battle and say that this is vigour. It is not. Before committing your forces, examine the situation. Review your own strength, and that of your enemy. Remember your own objectives, and try to anticipate those of your opponent. He who fights without understanding the battle he is fighting places himself at a disadvantage.

- Legiones Astartes, *Collects of War*

OFF-TABLE SUPPORT

Infantry commanders can call on the support of long range missile and artillery units. These units are never placed on the table; they are assumed to be several miles behind the front line, and are fed their firing co-ordinates by commanders on the battlefield.

SUPPORT CARDS

In the *Space Marine* game, off-table support is represented by *support counters*, which may be purchased when players design their own forces.

Support counters are split in to two categories; *barrages* and *support missiles*. Barrages may be used any number of times in a game; support missiles may only be used once.

BUYING SUPPORT COUNTERS

Support counters may only be used when players are choosing their own forces, rather than using the forces in the scenario description. Each player may spend up to 25% of his points to purchase support counters. The following table summarises the maximum number of points that may be spent on support counters for the standard scenarios:

Scenario	Imperial	Rebel
Engage & Destroy	500	500
Convoy	400	500
Spoiling Attack ¹	450	500
The Trap	700	600
All Out War	1300	1300
Cityfight!	300	300

Notes

1 The Rebel player may only purchase support counters for use with his reinforcements.

2 There is no entry for the *Tankhunt* scenario, which does not really lend itself to the use of supporting fire.

CALLING UP SUPPORT

Supporting fire may be called in these circumstances:

1. The call must come from a commander, who is *not* engaged in close combat, and whose detachment has first fire orders.
2. Only one commander per detachment may attempt to call up support in a turn.
3. A commander may *not* call up support and perform a heroic action in the same turn.

Support is called up in the end phase of the turn. Roll a D6 for each commander who is calling up support; add +1 if he commands an elite detachment. If the final score is 4 or more, the supporting fire becomes available; if not, there is no supporting fire.

When supporting fire becomes available, the player places one of his support counters face down on the table, near to the commander who called it up. Other commanders may attempt to call up support counters, if the player has any available. The support fire shown on the counter may be 'fired' in the first fire segment of the following turn's combat phase.

FIRING SUPPORT COUNTERS

Support counters are 'fired' in the first fire segment of the combat phase. The detachment whose commander called up the supporting fire *must* be given first fire orders for the turn; if it is given any other sort of order, the support counter is removed from play. The support counter is also removed from play if the command stand is engaged in close combat or overrun before the support counter is used, or if the commander performs a heroic action between calling up the support and firing it.

To fire the support counter, turn it face up on the table, and place a *deviation template* where the supporting fire is meant to land. There is no maximum range, but the command stand from which the fire was called up must have a LOS to the intended point of impact. Next, the player rolls a D6. There are no modifiers to this roll. A score of 4 or more means that the attack is on target - landing exactly where the deviation template is placed - while a score of 3 or less means that the attack will *deviate*.

The effects of a hit vary according to the type of support counter being used; these are detailed later. A support counter is removed from play after its effects have been determined.

DEVIATION

Even if supporting fire misses its target, it has to land somewhere, and it is important to know precisely where. So when supporting fire misses, the player who called it up rolls for *deviation*.

Turn the deviation template so that the '1' arrow is pointing towards the command stand that called up the fire, roll a D6 to determine the *direction* of deviation, and roll 2D6 to determine the distance in cm. The fire has a normal effect on anything that is in the place where it comes down.

REMOVING SUPPORT COUNTERS

A support counter is removed from play as soon as one of the following things happens:

1. The detachment whose commander called it up is given any orders other than first fire.
2. The commander who called it up performs a heroic action.
3. The stand whose commander called it up is engaged in close combat.
4. The stand whose commander called it up is overrun by a vehicle (regardless of whether or not the overrun is successful).
5. The supporting fire deviates and does not affect any unit.
6. The effects of the supporting fire are determined and applied to a target.

When a support counter is removed from play:

A *support missile* counter is discarded;

A *barrage* counter may be kept and re-used.

MAINTAINING BARRAGES - OPTIONAL

A player may decide to keep a barrage counter beside the commander who called it up. The barrage may then be used again in the next turn.

BARRAGES

Barrages are devastating volleys of fire from distant batteries of artillery. After having worked out if the attack deviates or not, the player should take *two* burst circle markers. Roll a D6 for each burst circle, and place each so that it is touching the deviation template at the point corresponding to the number rolled on the dice.

Any units (friend or foe) under the deviation template or a burst circle are attacked; rolls to hit and other necessary information are given in the *Barrage Table*.

Commander Kilger turned away from the holo. It was a classic defensive position, and the Ultramarines had exploited it to the full. There was no possible approach to the complex without going through half a dozen points of concentrated fire, and no way to attack the defenders piecemeal. Half his Marines would be wiped out in a frontal assault.

Kilger paced silently for a moment, and then abruptly pulled his Imperial tarot from its equipment pouch.

"I wonder..." He pressed the shuffle icon. "Horus, guide your servant..." Three images appeared on the screen: the Palace; the Missile; the Nova.

"As I thought." Kilger snapped the comlink open. "This is Kilger. Request supporting fire." He punched in the co-ordinates. "Second company. Prepare to advance after the barrage. Give them no chance to regroup.

That, he thought, should open a crack in their perfect defence.

BARRAGE TABLE

Light Barrage

Target	To Hit Roll	Critical Hit Roll	Saving Throw Modifier
Vehicles and Titans	No Effect	-	-
Infantry	5+	-	0

Battle Rating: 100 points

Medium Barrage

Target	To Hit Roll	Critical Hit Roll	Saving Throw Modifier
Vehicles and Titans	6+	5+	-
Infantry	5+	-	-1

Battle Rating: 200 points

Heavy Barrage

Target	To Hit Roll	Critical Hit Roll	Saving Throw Modifier
Vehicles and Titans	3+	3+	-
Infantry	4+	-	-2

Battle Rating: 300 points



SUPPORT MISSILES

Support missiles are one-shot weapons, mounted on vehicles or spaceships outside the area of play. There are several warhead types, each with its own special rules.

BLIND MISSILE

Blind is a sophisticated form of smokescreen, combining dense smoke with broad-spectrum electromagnetic interference. No detection or targeting systems will operate through a cloud of blind.

The point of impact is determined normally. The player who fired the missile may now place 3 blind markers at any point within 6cm of the the point of impact. Blind markers may not be placed on buildings.

A blind marker *always* blocks a LOS.

At the start of each combat phase, roll a D6 for each blind marker; on a roll of 1, the cloud of blind dissipates, and the marker is removed from play.

Battle Rating: 100 points

HAYWIRE MISSILE

Haywire missiles produce a massive electromagnetic pulse covering all wavebands, and as their name suggests, they are designed to disrupt the target's electrical control systems. Any vehicles that are wholly or partly under the final position of the deviation template are destroyed. Haywire missiles have no effect on infantry units.

Battle Rating: 100 points

MINE DISPENSER MISSILE

Mine dispenser missiles (MDMs) scatter mines over a wide area. When the landing point has been determined, the firing player places 2 mine counters and 2 dummy mine counters face-down on the table anywhere within 6cm of the point of impact (ie the centre of the deviation template). Mine counters may not be placed in buildings.

The mines become operational at the *end* of the movement phase in the following turn. If a vehicle or infantry unit (on *either* side) moves within 3cm of a counter, it is flipped. Dummy mines have no effect, and are discarded immediately. Real mines explode, automatically destroying any and all units within 6cm of the mine counter. The counter remains on the table until the end phase of the turn, when it is removed. Until that time, *any* units that move within 6cm of the counter are destroyed.

Optional Rule: As an alternative to their normal load, MDMs may carry a single stasis or vortex mine and three dummy mines. If you are using an alternative load, you should note this down before the game. The mines are dropped and activated in the normal way, but instead of exploding they create a field (stasis or vortex, as appropriate). Refer to the notes on stasis and vortex missiles. Altering the load of a MDM does not change its points cost.

Battle Rating: 200 points

STASIS MISSILE

The stasis missile carries a stasis field generator (SFG) as its warhead. The SFG is a highly-sophisticated device which creates an area where time literally stands still. Anything caught within the stasis field is frozen in place and unable to do anything. Nothing may enter the field - including the fire of weapons from the outside.

Wherever the missile lands, a stasis field is created. Place a stasis field marker on the table, centred on the point of impact. Any vehicle or infantry unit wholly or partly within the field may neither move nor attack, but cannot be attacked itself. If any part of a building falls under a stasis field, the entire building (and everything in it) is affected by the field.

At the start of the combat phase of each turn, roll a D6 for each stasis field on the table:

1-2	The stasis field dissipates. Remove the marker from the table.
3-4	The stasis field stays in place.
5-6	The stasis field moves 2D6cm in a random direction - use the deviation procedure for this. The field will stop if it comes into contact with a vehicle or infantry unit.

If two stasis fields ever come into contact, they both dissipate immediately.

Battle Rating: 100 points

VORTEX MISSILE

When a vortex missile explodes, it creates a seething mass of energy known as a vortex field. This area is devastatingly destructive, and will annihilate anything that comes into contact with it.

When the missile lands, place a vortex field marker on the table, centred on the point of impact. Any vehicle or infantry stand wholly or partly covered by the marker is automatically destroyed, and any building which is wholly or partly under the marker collapses immediately.

During the end phase of each turn, roll a D6 for each vortex field on the table:

1-2	The vortex field dissipates. Remove the marker from the table.
3-4	The vortex field stays in place.
5-6	The vortex field moves 2D6cm in a random direction - use the deviation procedure for this. Anything in its path is hit.

Battle Rating: 300 points

The Assault Squad stood around the Land Raiders in a loose circle. Rabben's eyes were wide as he stared at the bolter shells which hung in mid-air; there was even an incoming laser shot, a short bar of solid light frozen like ice.

Brother-Sergeant Varrak smiled to himself. The lad had never seen a stasis field in operation before. The circle of absolute stillness was eery in the midst of the raging fury of battle that surrounded them.

Varrak looked around the waiting Marines. "Be ready," he said. "As soon as you see that laser light vanish, the stasis field generator has cut out. Then it's crack the hatches" - he hefted a fistful of grenades - "and in. The crew dies, but the command holo and any documents must stay intact. We need those battle plans."

SPACE MARINE & ADEPTUS TITANICUS

By combining **Space Marine** with **Adeptus Titanicus**, you can fight immense epic battles with Space Marines, armoured vehicles and Titans. The two games are designed to be completely compatible, and the following notes are all you will need to play combined games.

THE SEQUENCE OF PLAY

The sequence of play used in **Adeptus Titanicus** is left unchanged, apart from the following important addition:

Within each segment of the movement phase, players take turns to move their eligible Titans. Once all the eligible Titans have been moved, the players to move *all* their eligible vehicles and infantry detachments. The First Player moves all of his eligible vehicles and infantry, and then the Second Player may move all of his. The same applies to the combat phase. The combined turn sequence is summarised in the following table:



COMBINED TURN SEQUENCE

ORDER PHASE

Players give orders to all Titans, all vehicle detachments and all infantry detachments

MOVEMENT PHASE

- | | |
|----------------------------|--|
| <i>Fall Back Segment:</i> | <ul style="list-style-type: none"> - First Player moves all vehicle and infantry detachments with fall back orders - Second Player moves all vehicle and infantry detachments with fall back orders |
| <i>Charge Segment:</i> | <ul style="list-style-type: none"> - Players take turns to move all Titans with charge orders - First Player moves all vehicle and infantry detachments with charge orders - Second Player moves all vehicle and infantry detachments with charge orders |
| <i>Advance Segment:</i> | <ul style="list-style-type: none"> - Players take turns to move all Titans with advance orders - First Player moves all vehicle and infantry detachments with advance orders - Second Player moves all vehicle and infantry detachments with advance orders |
| <i>First Fire Segment:</i> | <ul style="list-style-type: none"> - Players take turns to turn in place all Titans with first fire orders |

REPAIR PHASE

As in **Adeptus Titanicus** rules. Does not apply to vehicles or infantry

COMBAT PHASE

- | | |
|------------------------------|--|
| <i>First Fire Segment:</i> | <ul style="list-style-type: none"> - Players take turns to fire with all Titans with first fire orders - First Player fires with all vehicle and infantry detachments with first fire orders - Second Player fires with all vehicle and infantry detachments with first fire orders |
| <i>Advance Segment:</i> | <ul style="list-style-type: none"> - Players take turns to fire with all Titans with advance orders - First Player fires with all vehicle and infantry detachments with advance orders - Second Player fires with all vehicle and infantry detachments with advance orders |
| <i>Charge Segment:</i> | <ul style="list-style-type: none"> - Players take turns to fire with all Titans with charge orders - First Player fires with all vehicle and infantry detachments with charge orders - Second Player fires with all vehicle and infantry detachments with charge orders. |
| <i>Close Combat Segment:</i> | <ul style="list-style-type: none"> - Close combats between Titans are resolved - Close combats involving vehicles and/or infantry are resolved |

END PHASE

As normal

ORDER PHASE

Titans use the order counters from **Adeptus Titanicus**. They may *not* be given fall back orders, and may never move in the fall back segment of the movement phase.

MOVEMENT PHASE

GENERAL RULES

Vehicles must stop moving as soon as they come into contact with the leg (not just the base) of a Titan. Titans may step over vehicles, infantry and any buildings lower than their knee-joint.

STOMP ATTACKS

During its move, a Titan may attack a vehicle or infantry stand by crushing it underfoot - the *stomp attack*. Titans move into base-to-base contact with the target of a stomp attack; each stomp attack made costs the Titan 2cm from its move allowance for the turn.

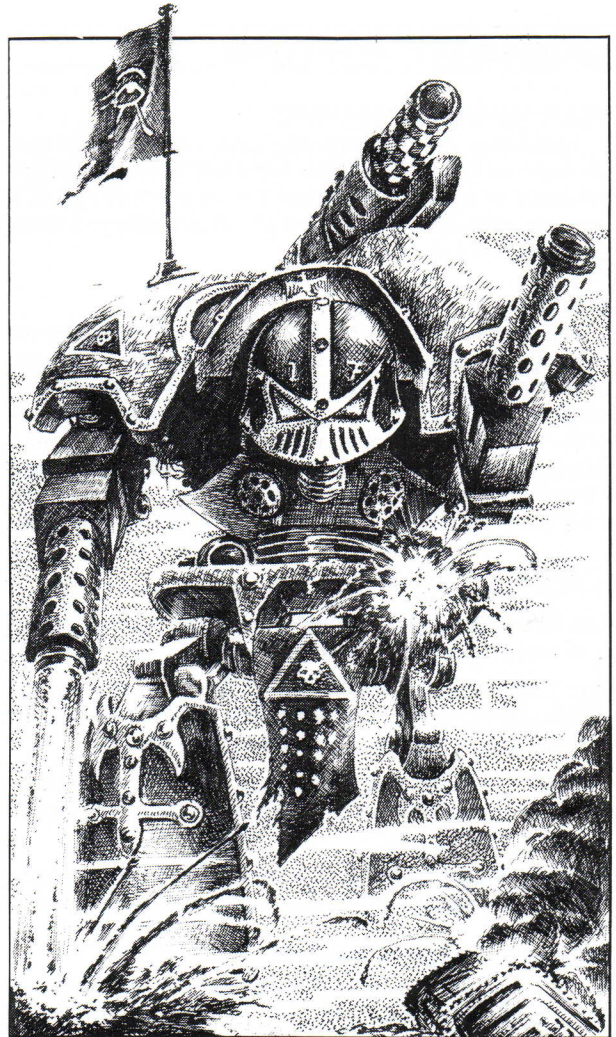
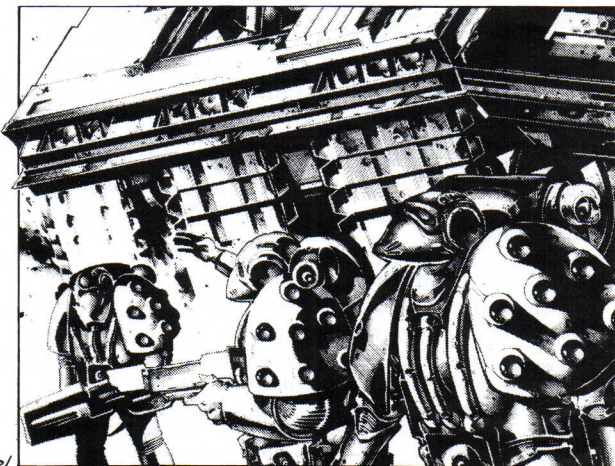
When a Titan makes a stomp attack, the player controlling the Titan rolls a D6 and refers to the *Stomp Table*. If a stomp attack is successful, the target is destroyed - no saving throw!

The Titan may continue its move after the stomp attack has been made, making further stomp attacks if the player wishes.

Stomp attacks may not be made against other Titans.

If the target of a stomp attack has first fire orders, it may snap fire at the Titan before the stomp attack is made. Snap fire attacks made by the target of a stomp attack take place *inside* the attacking Titan's void shields, just like close combat attacks.

STOMP TABLE	
Weapon Stomp	Roll To Hit 4+
Stomp Attack Hit Modifiers	
Target has first fire orders	+1
Target has charge or fall back orders	-1
Attacking Titan is lightweight	-1
Target's armour rating	+ AR



RAMMING TITANS

Vehicles with charge orders may try to *ram* a Titan during the movement phase, by moving into contact with one of the Titan's legs. Ramming a Titan is always an act of desperate courage, since it spells certain doom for the vehicle making the attack.

When a vehicle attempts to ram a Titan, *both* players roll a D6, and add any modifiers from the table below.

If the scores are tied or the Titan's score is higher, the Titan suffers no damage.

If the vehicle's score is higher by 1-2 points, the Titan suffers *superficial damage* to its legs.

If the vehicle's score is higher by 3 or more points, the Titan suffers *critical damage* to its legs.

Regardless of the dice roll, a vehicle which makes a ram attack against a Titan is automatically destroyed.

RAM MODIFIERS - VEHICLE VS TITAN	
Titan's Dice Roll	
Titan is lightweight	-1
Vehicle's armour rating	+ AR
Vehicle's Dice Roll	
Titan has a damaged reactor	+1
Titan has charge orders	-1

COMBAT PHASE

HEAD MOUNTED WEAPONS

In addition to the weapons they carry on their arms and carapace, all Imperial Titans are fitted with one heavy bolter, mounted in the head. This has the same arc of fire as a carapace-mounted weapon, and may attack infantry stands using the normal rules.

SPRAY FIRE

Titans may use multi-barrelled weapons to *spray fire* on a group of targets which are close together. A multi-barrelled weapon may target an area the size of a burst circle template; within this area, one attack is made for each barrel of the weapon as normal, but the player may choose a different target for each barrel. Weapons which already have a burst circle, or which have following fire, may *not* split their attacks in this manner. Only Titans may use spray fire.

CLOSE COMBAT

The following rules apply when a vehicle or infantry stand is in base contact with a Titan.

The Titan is not bound by any of the usual restrictions which apply to close combat between Titans; its opponent is so small that the Titan can effectively ignore it.

Vehicles in base contact with a Titan may fire their weapons in the close combat segment, and do so *inside* the Titan's void shields.

Infantry stands in base contact with a Titan may only attack it by making an infantry close assault against it.

INFANTRY CLOSE ASSAULTS

An infantry close assault against a Titan consists of troops scaling the Titan's legs in an attempt to wedge bundles of grenades in its vulnerable knee-joints, or firing any of their heavy weapons from within its void shields. This is by no means an easy task: attackers can be stomped, shot by the Titan's anti-personnel weapons, or killed by the Princes feeding massive jolts of electricity through the Titan's skin.

Infantry close assaults are *always* carried out in the close combat segment of the combat phase. An infantry stand that is making a close assault against a Titan may make *no* other attacks in this turn. Roll a D6 for each infantry unit, adding +2 to the roll if the Titan cannot move for any reason. On a roll of 1-5 the infantry stand has been shot, electrocuted or stomped - it is destroyed and should be removed from play. A roll of 6 or more means that the unit has managed to damage the Titan.

The damage effect depends upon the type of close assault:

A stand that is attacking with a number of heavy weapons may only cause damage with *one*. This represents the fact that it is difficult to fire heavy weapons at a Titan which battling to destroy its attackers. The player may choose which weapon is used, and the weapon may fire despite anything to the contrary in the stand's orders. The attack takes place inside the Titan's void shields, and all dice rolls are handled normally.

If a stand is trying to wedge a bundle of grenades in one of the Titan's knee-joints, the player rolls a D6, adding +1 to the score if the attacking stand is *elite*. On a score of 1-4, the grenades cause *superficial damage* to the Titan's legs, and on a score of 5+ the grenades cause *critical damage* to the Titan's legs.

SCENARIOS

It is quite simple to use the *Random Scenarios* from **Adeptus Titanicus** with mixed forces, or even with pure infantry and vehicle forces. Once you have established your *force level* for the scenario, you are free to spend your points on Titans, vehicles, infantry or any combination of the three, as you see fit.

VICTORY POINTS

When using mixed forces in these scenarios, the following additions need to be made to the *Victory Points Table*:

For each enemy infantry stand destroyed:	<i>The battle rating of the stand</i>
For each enemy vehicle destroyed:	<i>The battle rating of the vehicle</i>

VICTORY CONDITIONS

The victory conditions in the individual scenarios need certain alterations to take mixed or non-Titan forces into account. Where the victory conditions in a random scenario description refer to a Titan, amend this to read 'Titan or Detachment'. Note that a detachment is not counted as destroyed while any part of it survives - you need to destroy each individual vehicle or stand!

In the attacker objectives *Convoy* and *Rescue Mission*, one Titan carries something: a vital cargo and a spy respectively. The player may choose a vehicle detachment rather than a Titan to carry the cargo or spy, and the cargo or spy is not destroyed until *every* vehicle in that detachment has been destroyed - assume that it can be transferred freely from one vehicle to another within the nominated detachment.

The Warlord Traitor's hydraulics screeched as its foot descended and slammed into the earth. Fifteen Loyalists died - their armour burst like over-ripe fruit. An instant later, white-hot death rained down from the Warlord's plasma cannon onto the Loyalists' reinforcements. None of the Marines cried out as life was scorched from their bodies - they had no doubt as to the necessity of their sacrifice.

A vast snaking column of Emperor's Children swept forward in the wake of the advancing Titans. In the midst of its ranks, Captain Renner felt a pang of sympathy for those who were once his Brothers; but his loyalty lay only with Horus. Horus was the future. Only under his leadership could Humanity truly prosper. The Emperor's day was done. He had claimed the Warmaster's victories as his own for too long.

Renner's Marines fought savagely in the Titans' shadows, carpeting the battlefield with Loyalist bodies. Ahead, lay a huge force of Ultramarines - a suitable challenge for his warriors.

The sun was setting on this world, but for Marines on both sides there would be no respite. The gift of the night would be a long and bloody battle. The Emperor's Children pressed onwards with unflinching resolve. Soon the Imperial Cult would be expunged. One day the sun would rise on a new Empire - the Empire of Horus.

NEW WEAPONS

Titans use a number of weapons that are not covered in the main **Space Marine** rules.

VEHICLE TARGET WEAPONS TABLE

Weapon	Range		To Hit Roll		Critical Hit Roll
	Short	Long	Short	Long	
Heavy Weapons					
Auto-Cannon	36cm	72cm	5+	6+	6+
Multi-Launcher	36cm	72cm	4+(B)	6+(B)	5+
Multi-Melta	12cm	24cm	5+	6+	3+
Very Heavy Weapons					
Defence Laser	-	72cm	-	3+(B)	2+
Macro-Cannon	-	72cm	-	3+(B)	3+
Plasma Cannon:					
- Sustained	20cm	-	4+(F)	-	6+
- Maximal	36cm	72cm	3+(B)	6+(B)	3+

INFANTRY TARGET WEAPONS TABLE

Weapon	Range		To Hit Roll		Saving Throw Modifier
	Short	Long	Short	Long	
Heavy Weapons					
Auto-Cannon	-	72cm	-	5+	-1
Multi-Launcher	-	72cm	-	5+(B)	-1
Multi-Melta	12cm	24cm	4+	5+	-1
Very Heavy Weapons					
Defence Laser	-	72cm	-	4+(B)	-2
Macro-Cannon	-	72cm	-	4+(B)	-2
Plasma Cannon					
- Sustained	20cm	40cm	4+(F)	6+(F)	-2
- Maximal	36cm	72cm	4+(B)	6+(B)	-2



PAINTING YOUR EPIC SCALE MINIATURES

There is nothing more stunning than an epic scale battle with hundreds of beautifully painted miniatures, played out on a fully detailed wargames table. Unfortunately, for many people such a luxury is unattainable, whether for lack of space or insufficient resources. However, the addition of a very simple paint job to your miniatures will have a remarkable effect on your enjoyment of the game. From your commanding position you can pick out the different flags and uniforms as you watch the Space Marines of each side come to blows, and easily track each unit's progress across the muddy battlefield.

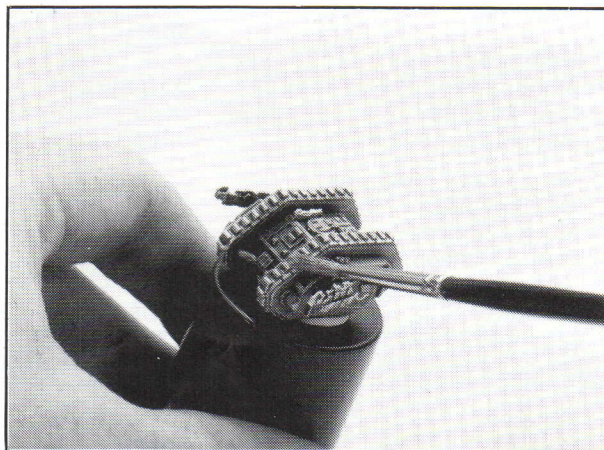
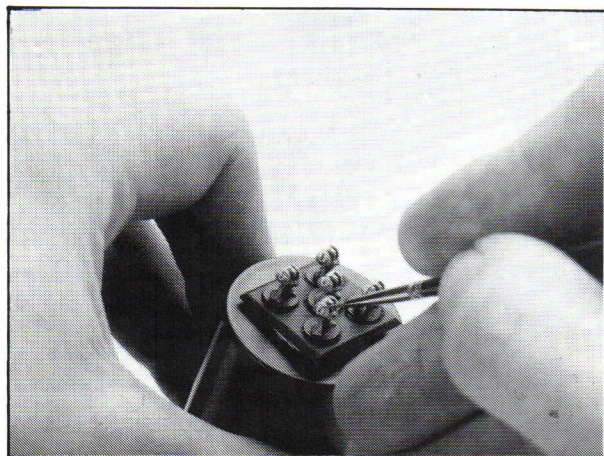
Painting your epic scale miniatures is not as difficult as you think. You can achieve quite stunning effects even in two stages: spraying the base coat and drybrushing the highlights.

The *Uniform Colour and Banner Chart* below gives you the appropriate colours for the twelve Space Marine Chapters featured on the bottom of the box. The highlighting colours are taken from the *Citadel Colour* range of paints - particularly the *Space Marine Paint Set*, which contains a number of specially mixed shades designed specifically for the painting of four of the most famous Space Marine Chapters.

PAINTING INFANTRY

The first stage in the painting of your epic scale infantry is the undercoat or base colour. Carefully cut all of the miniatures from their runners with a sharp knife and fix them to a piece of card with adhesive putty (the stuff you use to stick posters to walls). Ensure that you are in a well-ventilated room and that your painting area is protected from overspray with some old newspaper. Spray paint the miniatures with their base colour, taking care not to ruin the models' detail by spraying in one place for too long. Then leave the models to dry.

The next stage is drybrushing. Take a size 1 or 2 brush, preferably an old one as this technique tends to wear them out quite rapidly, and load it with the relevant colour. Wipe the brush on an old rag until it is almost dry, and then lightly draw the brush across the model's surface so that the detail is accentuated.



At this point you can either leave your models as they are, or if you feel confident enough, add Chapter badges and other insignia to the Marines' uniforms. It isn't difficult to add fine details if you remember to use a brush with a very fine point, and to thin the paint slightly so that it flows smoothly. If you are painting a very light colour on top of a dark base colour, such as a yellow symbol onto black, it is a good idea to paint the symbol with white paint first and, once dry, repaint it with the lighter colour. This gives it a much brighter appearance.

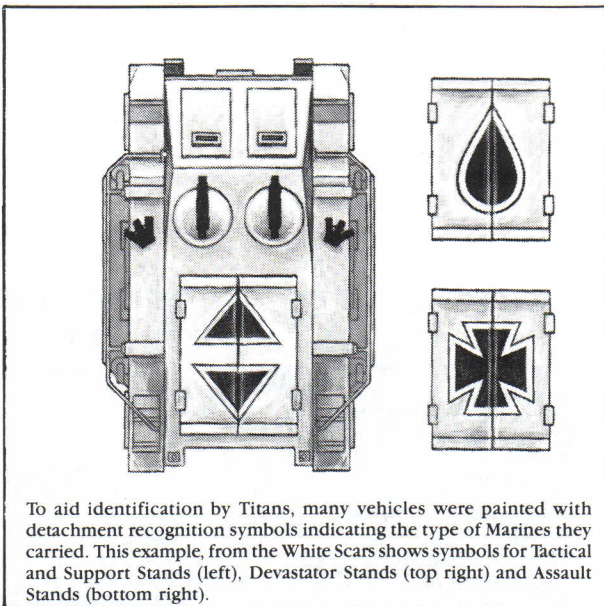
The next stage is to base your miniatures; simply remove the models from the card and attach them to their bases with polystyrene cement. The bottled glue is better than the tubed glue, as it has its own brush and is much easier to use, especially when gluing objects this small.

If you wish, you can varnish the completed models. This will protect them from handling damage caused during play. Gloss varnish is preferable as it protects the model's paint job better than matt varnish. If you want a matt finish on your models, apply a coat of gloss first to make sure you give adequate protection to your hard work. Matt and gloss varnish are available from all good model shops, in both bottles and spray cans; spray cans are usually the quickest and easiest to use.

PAINTING VEHICLES

Vehicles are painted in exactly the same way as infantry - spray the base colour and drybrush the highlights. As a final touch, when the base colour is dry, you can paint the tracks and guns with Chaos Black, and drybrush them with Chainmail.

In the same way that the Marines have shoulder insignia, armoured vehicles of the Imperium are also painted with various symbols. Thus the vehicle's detachment or battlefield role can be easily recognised at a distance by other troops, vehicles and Titans. The trick here is to be bold, as a very fine symbol will become indistinct at a distance. Painting your symbols in contrasting colours will ensure that they stand out: red and green, blue and orange, purple and yellow are all opposites on the colour wheel, and are particularly noticeable when used together.



INK WASHES

The addition of an ink wash between the base coat and drybrushing the highlights will give a more realistic, three dimensional look to your model. The ink runs into the deepest areas of detail and creates effective shadows which have a greater contrast to the drybrushed highlights.

Adding an ink wash is very simple. When the base coat is dry, take a large brush, load it with the relevant colour ink or ink mix and brush it over the model - that's all there is to it!

Once the ink is completely dry, you can drybrush the highlights and base the models in the usual way.

ADDITIONAL HIGHLIGHTS

You don't have to stop with one stage of drybrushed highlights. If you add a small amount of Skull White to the highlighting colour and drybrush the model again, but with a much lighter brushstroke, it will give the raised areas of the model greater emphasis.

You can continue this process for as long as you wish, adding more Skull White to the mix each time. The final effect can be quite remarkable.

BANNERS

Although the banners that are supplied with *Space Marine* are already in colour, there is nothing to stop you adding additional highlights to them. Simply mix up a lighter shade of the colour you wish to highlight, and carefully pick out the areas of the banner that would be the lightest. By crumpling up the banner slightly and highlighting the peaks of the folds, you can make the flag look more three dimensional.

UNIFORM COLOUR AND BANNER CHART						
IMPERIAL						
	Dark Angels	Ultramarines	White Scars	Space Wolves	Salamanders	Blood Angels
Battle Banner						
Base Coat	Black	Dark Blue	Light Grey	Dark Grey	Black	Red
High-light	Salamander Green	Ultramarine	Skull White	Space Wolf Grey	Salamander Green	Blood Angel Orange
Ink Wash	—	Blue/Black	Black	Black	—	Red
TRAITORS						
	World Eaters	Emperor's Children	Death Guards	Thousand Sons	Sons of Horus	Night Lords
Battle Banner						
Base Coat	Black	Purple	Light Grey	Red	Black	Dark Blue
High-light	Salamander Green	Worm Purple/ Skull White	White	Hobgoblin Orange	Ghoul Grey	Moody Blue
Ink Wash	—	Purple	Black	Red	—	Blue/Black

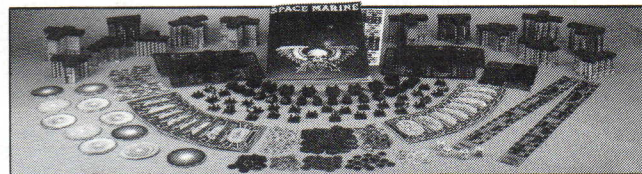
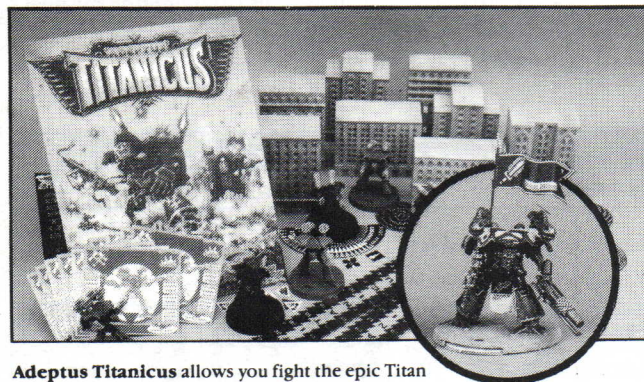
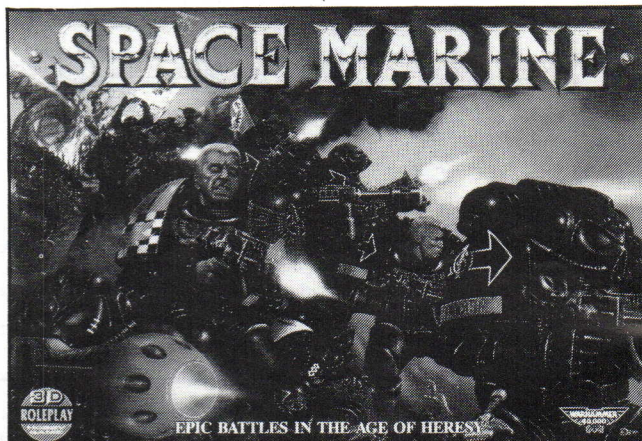
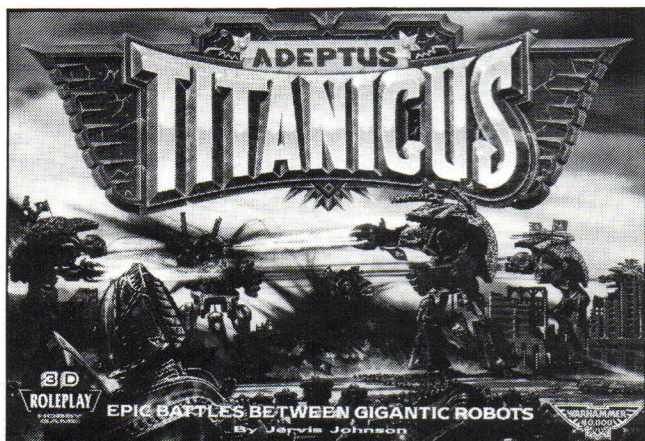
EPIC BATTLES

Across a million worlds they fight. On cratered battlefields strewn with dead, the men and machines of the Imperium clash in awesome battles. Planets are laid waste as the two sides strive for ultimate control. One man has betrayed the trust placed upon him, and the Imperium is in danger of being destroyed.

Games Workshop's epic scale games, *Adeptus Titanicus* and *Space Marine*, are set in the *Warhammer 40,000* universe during the dark days of the Horus Heresy, when the Imperial Warmaster Horus turned against the Emperor.

Adeptus Titanicus and *Space Marine* allow you to fight massive battles with hundreds of epic scale miniatures. Whoever you choose to side with, there are dozens of different models to collect and paint to create your armies. *Adeptus Titanicus* and *Space Marine* are fully compatible; by combining the two games, you can fight mixed actions between Marines, vehicles and Titans.

Games Workshop's epic scale games are fully supported by an extensive range of miniatures, and by regular rules supplements in *White Dwarf*.



Adeptus Titanicus allows you to fight the epic Titan battles of the Horus Heresy, as the Traitors rebel against the Emperor. *Adeptus Titanicus* contains 6 plastic clip-together Warlord Class Titans with a range of interchangeable weapons, 8 buildings, data cards, counters, weapon templates, range rulers, dice and complete rules.

Space Marine contains everything you need to stage vast infantry and armour battles during the Horus Heresy, when Marine fought Marine and the existence of the Imperium was threatened. *Space Marine* contains over 360 finely-detailed epic scale plastic Marines and armoured vehicles, 14 card and plastic buildings, data cards, counters, weapon templates, range rulers, dice and complete rules.

IN THE WORKS - At the time of going to press, the following epic scale supplements and miniatures are in development:

Codex Titanicus II - a working title. Amongst other things, it will probably contain rules for new Imperial and Traitor vehicles, weapons and Titans.

Emperor Titan - the largest Imperial Titan. As well as an awesome fighting machine, the Emperor Titan serves as a mobile temple, bringing the Emperor's word to isolated planets.

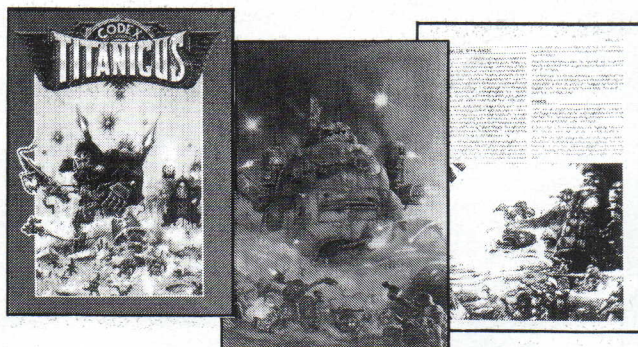
Psi-Titan - operated by the Divisio Telepathica, and armed with a multitude of psionic attacks and defences, rules for Psi-Titans will be included in a future supplement.

Titan Weapon and Head Variants - a planned range of metal weapons and heads, including heads for specific Titan Orders, siege heads and Traitor weaponry.

Juggernauts & Zeppelins - two huge war machines that dwarf even the mighty Titans. Juggernauts are vast mobile fortresses, bristling with weapons; Zeppelins are great airships that float above the battlefield, dealing death to anything that dares approach them.



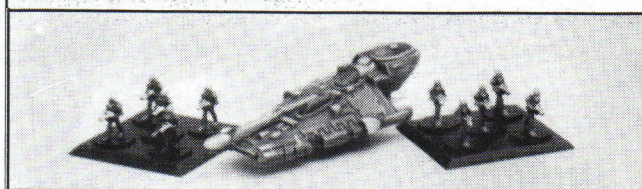
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Codex Titanicus is the first supplement for *Space Marine* and *Adeptus Titanicus*, and contains rules for Ork and Eldar forces, with details of their infantry, vehicles and Titans. The book also contains rules for new Imperial vehicles, dreadnoughts and robots, plus many new Titan rules.



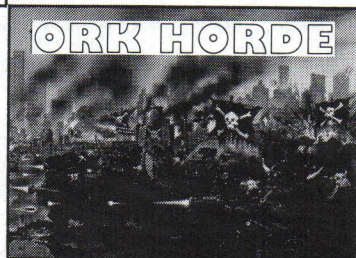
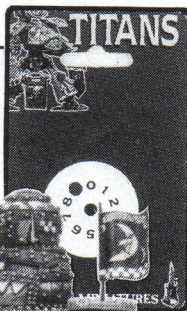
Eldar Legion contains over 150 epic scale plastic Eldar infantry and grav-tanks, to expand the alien forces you have available in your games.



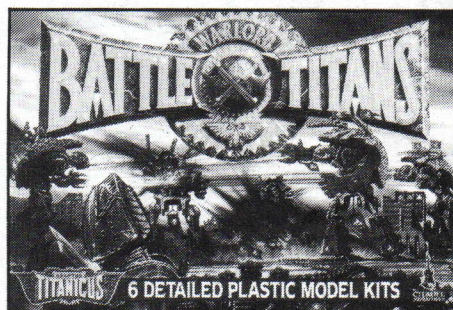
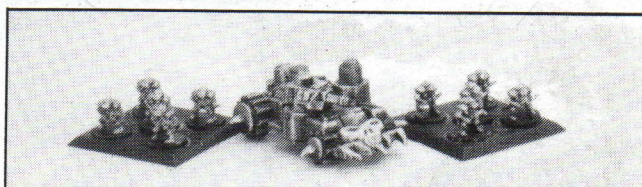
CITADEL MINIATURES™



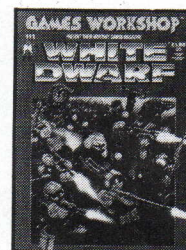
Citadel Miniatures make a complete range of metal epic scale miniatures to use in your games of *Adeptus Titanicus* and *Space Marine*, including: Reaver and Warlord Class Imperial Titans; Ork Gargants; Eldar Titans; Imperial vehicles, including the Predator and Rapier; Ork vehicles and Dreadnoughts; and Eldar War Walkers.



Ork Horde contains over 150 epic scale plastic Ork infantry and battlewagons, to field against the armoured might of the Eldar and the Imperium.



Battle Titans contains 6 plastic Warlord Class Titans to expand your games of *Adeptus Titanicus*. They come with interchangeable weapons, so you can represent dozens of variants.



White Dwarf is Games Workshop's monthly magazine. As well as full details of the latest releases, *White Dwarf* features supplementary rules, hints on modelling and painting, news and previews.

Epic Scale products are available from all Games Workshop shops and Specialist Stockists, and from better toy and hobby shops everywhere. In the event of difficulty, or for further details of our latest releases, please send a stamped self-addressed envelope to the appropriate address below:

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WARNING: Citadel Miniatures contain lead which may be harmful if chewed or swallowed. They are not toys, and are unsuitable for children under 12.





RAEVERS AND WARHOUNDS

"Mayday, mayday. Hunter Seven in trouble. Adeste fideles."

Gilcrus looked across at his tactical display. Out of sight behind the buildings of the ruined city, a single white Titan icon was pinned against a ruin by a flock of red points denoting Traitor forces.

It could be a trap - the Traitors had sent out false maydays from captured Loyalist Titans before - but the Loyalist code-phrase at the end of the message made that unlikely. And if the Titan had been captured, it was his duty to destroy it.

RAEVER CLASS BATTLE TITAN

The Reaver Class Battle Titan is one of the most common of the front-line Combat Titans, similar in many respects to its slightly larger cousin, the Warlord Titan. Reaver Titans, however, have only three weapon locations: Left Arm, Right Arm, and a single Carapace mount.

RAEVER HIT LOCATION TABLE

D6	Location
1	Left Arm
2	Right Arm
3	Carapace
4-5	Body
6	Legs

DESIGNING REAVER CLASS TITANS

A Reaver has *three* weapon mounts: Right Arm, Left Arm and Carapace. Each mount can hold four *hard points* worth of weapons.

A Reaver may have a maximum of 5 Void Shields.

Use the *Reaver Movement Rate Table* to determine a Reaver Titan's *Advance* and *Charge* movement rates.

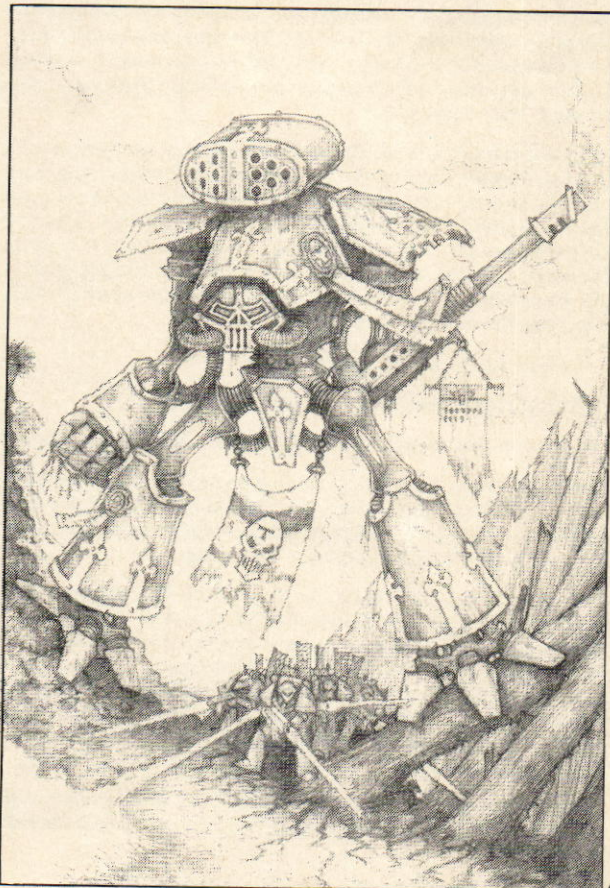
RAEVER MOVEMENT RATE TABLE

Number of Barrels	Advance Move Rate	Charge Move Rate
1-4	12cms*	24cms*
5-8	10cms	20cms
9-12	8cms	16cms

* Reaver class Titans with fewer than 5 barrels are *highly manoeuvrable*. If they have *Charge* orders, they may make *two* 45° turns; both turns may be made together if desired.

SUPPORT MISSILES

A Reaver class Titan may carry one Support Missile as long as it does not have any carapace-mounted weapons.



"Flame Group, this is Flame One. I shall investigate. Proceed with standing orders, but stand ready to assist. Acknowledge."

The white icons representing Flame Group flashed gold once.

"Hunter Seven, this is Flame One. I have received your mayday, and am proceeding to assist. Pro bello sacro."

"Acknowledged, Flame One. Pro bello justo." If the signal was from a Traitor, he knew the latest Divisio responses. Gilcrus stepped his Vandal's plasma reactor up to Battle pitch, and turned away from the other Reaver Class Titans of Flame Group, taking a wide sweep around the buildings.

"Moderati - Yollen? Roddick? Alea jacta sit?"

"Ready, Gil. Just let me at 'em."

"Position ready, Princeps." said Roddick's voice, with a hint of disapproval. Gilcrus smiled. The boy was just out of training, and still applied the full rituals to every situation. He had trouble with the lack of formality between Gilcrus and Yollen, who had fought together all the way from the start of the Scouring.

Gilcrus' thoughts of Merren, the Moderatus whom Roddick had replaced, were interrupted as the Vandal cleared the buildings. A single Warhound Scout Titan, bearing the insignia of the Imperial Hunters Order, was backed against a ruin by what looked like a full company of Traitor infantry. Four Land Raiders, daubed in the rebel red and black, were pounding it with their las-cannon, and its single void shield was down - every shot was hurting.

Perfidii purgendi,
Fideles purgator,
Let death be the lot of the Traitor,
Glory to the Emperor,
May the fire of my weapon strike justly,
May the Rebel be no more.

Roddick's double las-cannon was firing in time as he sang the battle hymn of the Firebrands, and by the time he reached the end of the verse, two of the Land Raiders were reduced to smoking hulks. A squad of Traitor infantry was crushed underfoot as the Vandal advanced - Yollen's las-cannon was cutting swathes through their comrades.

A missile flared from the Vandal's shields, and the Warhound's double plasma gun spat once. A Traitor Dreadnought staggered crazily away from the roiling plasma, firing missiles blindly into its own infantry and crushing others before it exploded. A Traitor infantry squad scuttled forward, and one raised a missile launcher - a fraction too late. The missile shot straight up into the air as the launcher crewman flew back under a hail of shells from the Warhound's auto-cannon.

"A timely intervention, indeed, Flame One."

"Tempus fugit, what is your shield status?"

"Burnt out. Ejector negative. We need escorting out, I'm afraid."

"Shouldn't be a problem, provided these Traitors don't have any..." Gilcrus' signal was interrupted as a red Titan icon appeared on the holo. Less than a second later, the yellow beam of a defence laser flared against his shields.

In the cabin of Hunter Seven, Tarrant had seen the Traitor Titan a fraction of a second before it fired. It was a Deathbringer Warlord, with two plasma cannon and a powerfist beside the defence laser. It was tougher than both the Loyalist machines put together. And it was unlikely to be alone. He powered the Warhound into life, running in a semi-random evasion pattern towards Flame One. The Mastiff was one of the more agile of the Warhound variants, and agility was his only hope now.

"Opportunity fire!" he yelled into the comm, "That Deathbringer will be well shielded." Three more red icons appeared, behind the first.

"Flame One!" he yelled.

WARHOUND CLASS SCOUT TITAN

Scout Titans, as their name implies, are mainly used for reconnaissance missions. However, their speed and manoeuvrability make them highly suited to carrying out lightning raids behind enemy lines, and it is in this role that they achieved a fearsome reputation during the campaigns of the Horus Heresy and the Great Scouring that followed.

Warhounds are the most common Scout Titans used by the Imperial Forces. They have a high degree of manoeuvrability and adequate firepower, with a weapon mount on either side of the body. Unlike Reaver or Warlord Class Titans, they have no carapace-mounted weapons, but this is more than compensated by their additional speed.

WARHOUND HIT LOCATION TABLE

D6	Location
1	Left Arm
2	Right Arm
3-5	Body
6	Legs

MANOEUVRABILITY AND EVADING

Warhound Titans are *extremely manoeuvrable*. The number of 45° turns per move this allows them is listed in the *Warhound Manoeuvrability Table* (several 45° turns may be made at the same point in the move).

An extremely manoeuvrable Titan that has *Charge* orders may *evade*. This should be declared when the Titan is moved. Titans that evade may only move up to their *Advance* rate, but any attacks upon them in the *combat phase* suffer a -1 to *hit* modifier.

WARHOUND MANOEUVRABILITY TABLE

Orders	45° Turns/Move
Charge*	4
Advance	6
First Fire	1

* 4 turns per move even if evading

LIGHTWEIGHT

Warhound Class Titans are *lightweight*. Any *critical damage* rolls made against a lightweight Titan receive a +1 modifier, and the number of *critical hits* caused by a close combat weapon is increased by +1.

CLOSE COMBAT

A Battle Titan (eg a Warlord or Reaver Class Titan) has a +1 to *hit* modifier when attacking a Warhound Class Titan in close combat. A Warhound attacking a Battle Titan in close combat has a -1 to *hit* modifier.

VOID SHIELDS

The Warhound does not come mounted on a base that will hold a Void Shield Wheel. However, since it can only have a maximum of 2 Void Shields, you can either keep track of the number of operating shields on a piece of scrap paper, or place a blank counter on the Warhound's base for each shield that is knocked down.

DESIGNING WARHOUND CLASS TITANS

A Warhound has *two* weapon mounts; Left Arm and Right Arm. Each mount can hold three *hard points* worth of weapons.

A Warhound may have a maximum of 2 Void Shields.

Use the *Warhound Movement Rate Table* to determine the *Advance* and *Charge* movement rates.

The *points multiplier* for a Warhound is 5 rather than 6.

WARHOUND MOVEMENT RATE TABLE

Number of Barrels	Advance Move Rate	Charge Move Rate
1-3	14cms	28cms
4-6	12cms	24cms

All Warhound class Titans are *extremely manoeuvrable*.

SUPPORT MISSILES

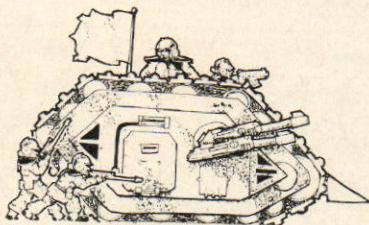
Support Missiles may not be mounted on Warhound class Titans.

ERRATA

The following notes and errata refer to the rulebook in *Adeptus Titanicus* - photocopy the errata and glue them over the relevant paragraphs in the rulebook.

HITS ON WEAPON LOCATIONS

If a weapon location that does *not* hold any weapons is hit by an attack, the damage is applied to the *body* instead. For example, a Titan does not have any weapons mounted on its *left carapace* weapon location; any hits to the left carapace will be applied to the body instead.



BARRELS

A Close Combat Weapon counts as *two* barrels, not three as currently noted in the rulebook.

Errata: replace the second paragraph of the *Speed* section on page 35 with the following.

To find out the move rates for your Titan, add up the number of weapon *barrels* it is carrying. Remember to add up *barrels*, not just the number of *weapons*. Each Close Combat Weapon counts as 2 barrels; each Very Heavy Weapon counts as 3 barrels. Then refer to the *Movement Rates Table* below.



"I see them, Hunter." the Firebrand's voice was calm - he was used to serious fights rather than scouting and raiding. "I'll umbrella you out if I can. Flame Group - to me! Perfidii Purgendi!" Seven gold icons appeared, in a broad arc at the edges of the bolo.

There was a yellow flash from the first Traitor as the Mastiff's auto-cannon downed a shield. Both loyalist Titans were firing with all weapons, hoping to knock down the Deathbringer's multiple VSGs and maybe do some damage - or at least ruin its aim.

A tonne of live plasma splashed into the ground behind the Mastiff as it loped forward. On instinct, Tarrant wrenched it back and aside - and the shot from the second plasma cannon came down in front, exactly where he would have been. His own plasma gun fired - a mere spit by comparison - but was rewarded by another yellow flare of a void shield going down. Four hundred metres to go.

The Reaver was standing still, channelling all power to shields and weapons. Twin las-cannon blazed from both its arms, flaring against the massive Traitor's void shields.

The Deathbringer advanced slowly, bringing its full weaponry to bear on the Reaver. Two hundred metres to go.

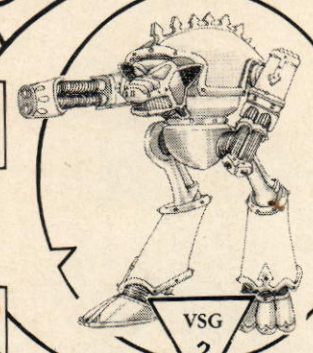
The massive plasma cannon fired almost together, and smeared across the Reaver's void shields. It spun desperately on one foot as the beam from the big defence laser grazed its carapace. The next bit would be serious.

"Falder," he snapped into the comm, "Set your plasma gun to maximal. If we are to survive, it's imperative we hit the Traitor now." He twisted the Mastiff round, to give the Moderatus a clear shot.

Then everything happened at once. The Deathbringer was lit up by a barrage of laser fire and missiles. It began to stagger, the defence laser fell away from its right arm, then one of its legs fell away and it toppled into the rubble. Its head shot away from the falling body, and erupted into a ball of flame as laser fire straddled it from three directions.

"Good timing, Flame Group." the relief was obvious in Gilcrus' voice. "Flame Seven and Eight, run escort on our Hunter friend here. Two through Six, move to engage."

Scout Titan
Warhound · Mastiff
 CLASS VARIANT

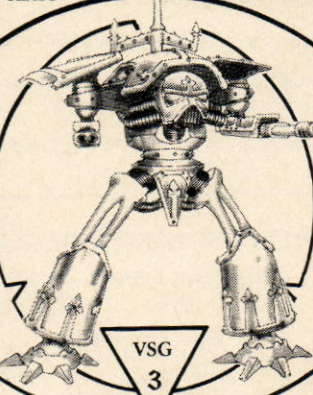


Right Arm: PLASMA GUN (2)
 Left Arm: AUTO-CANNON (2)
 Speed: 12/24
 VSG: 2
 Battle Rating: 350

REMARKS: EXTREMELY MANOEUVRABLE
 LIGHTWEIGHT

MSTW62/21

Battle Titan
Reaver · Vandal
 CLASS VARIANT

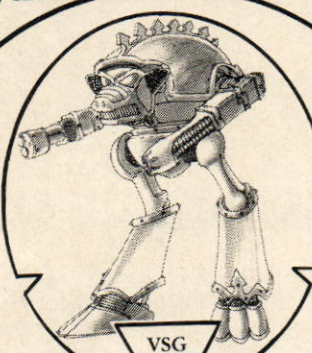


Carapace: NONE
 Right Arm: LAS-CANNON (2)
 Left Arm: LAS-CANNON (2)
 Speed: 12/24
 VSG: 3
 Battle Rating: 540

REMARKS: HIGHLY MANOEUVRABLE

MBTR43/066

Scout Titan
Warhound · Mastiff
 CLASS VARIANT

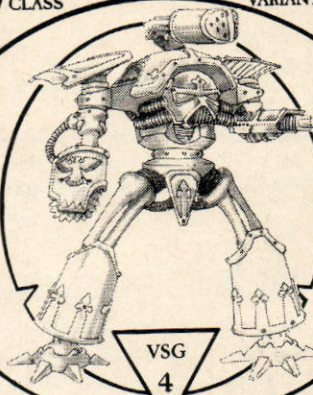


Right Arm: LAS-CANNON (2)
 Left Arm: PLASMA GUN (2)
 Speed: 12/24
 VSG: 1
 Battle Rating: 300

REMARKS: EXTREMELY MANOEUVRABLE
 LIGHTWEIGHT

MSTW61/16

Battle Titan
Reaver · Hun
 CLASS VARIANT

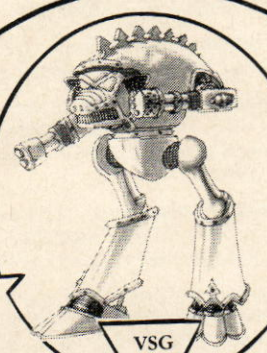


Carapace: MULTI-LAUNCHER (2)
 Right Arm: CHAINFIST
 Left Arm: MULTI-MELTA (2)
 Speed: 10/20
 VSG: 4
 Battle Rating: 540

REMARKS: EXTREMELY MANOEUVRABLE
 LIGHTWEIGHT

MBTR84/AEX

Scout Titan
Warhound · Wolf
 CLASS VARIANT

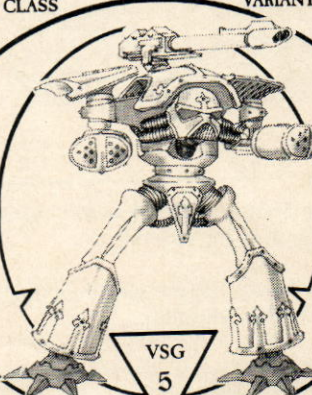


Right Arm: LAS-CANNON (1)
 Left Arm: MULTI-MELTA (2)
 Speed: 14/28
 VSG: 2
 Battle Rating: 225

REMARKS: EXTREMELY MANOEUVRABLE
 LIGHTWEIGHT

MSTW32/E5

Battle Titan
Reaver · Goth
 CLASS VARIANT



Carapace: DEFENCE LASER
 Right Arm: MULTI-LAUNCHER (4)
 Left Arm: MULTI-LAUNCHER (4)
 Speed: 8/16
 VSG: 5
 Battle Rating: 1200

REMARKS: EXTREMELY MANOEUVRABLE
 LIGHTWEIGHT

MBTRC5/LCC

ADEPTUS TITANICUS

RULES FOR VEHICLES IN ADEPTUS TITANICUS



LAND RAIDER!

At the forefront of the civil war, Traitor Titans of the Warmaster Horus battle with the Titan Orders who remain faithful to the Emperor. Fighting alongside the mighty Divisio Militaris war machines are Land Raiders, Rhinos and Dreadnoughts - small but deadly vehicles, vital to both the Rebel and Loyalist causes.

This article introduces *Jervis Johnson's* new rules for vehicles in *Adeptus Titanicus*.

RULES FOR VEHICLES IN ADEPTUS TITANICUS

Vehicles are sub-divided into *Armoured Vehicles* (Land Raiders, Rhinos etc), *Light Vehicles* (Imperial Land Speeders, bikes, robots etc) and *Dreadnoughts*. These rules introduce armoured vehicles and Dreadnoughts to your Titan games - light vehicles will be covered elsewhere.

All references to *vehicles* apply equally to Dreadnoughts as to Land Raiders or Rhinos. Where a distinction is made between Land Raiders or Rhinos and Dreadnoughts, the term *Armoured Vehicles* is used for the former.

VEHICLE DATA CARDS

Each type of vehicle has a *Vehicle Data Card*, similar in most respects to a Titans Data Card. Vehicle Data Cards carry the following information:

NAME			WEAPONS
ARMOUR RATING	DAMAGE RATING		
SPEED	BATTLE RATING		
REMARKS			

Name: The name of the vehicle.

Weapons: The location of the weapons carried by the vehicle.

Armour Rating (AR): This represents how thick and strong the armour protecting the vehicle is. The *lower* the number the better (it is always *added* to a firer's hit roll).

Damage Rating (DR): Some vehicles can take more damage than others, either because they are larger or have a stronger structure. This is represented by the *Damage Rating* of the vehicle. The *lower* the number the better (it is *added* to any critical hit rolls against the vehicle).

Speed: there are two numbers for speed separated by a slash. The number before the slash is the vehicle's *advance* rate, and the number after the slash is the vehicle's *charge* rate.

Battle Rating: The points cost of each vehicle; the greater the *Battle Rating*, the more effective the vehicle is in battle.

Remarks: Any special rules that apply to the vehicle.

WEAPON LOCATION CODES

Each of the weapons listed on the Data Card is followed by a simple code, telling you where the weapon is located (though this is usually easy to see by simply looking at the model). These codes are explained in the *Weapon Location Codes Table*.

If the weapon location code is followed by a number, the number indicates how many barrels the weapon has. For example, the Land Raider has two Las-Cannon one with the code SwL2, the other with the code SwR2; this means there are swivel-mounted Las-Cannon on the left and right sides of the vehicle, and each Las-Cannon has two barrels.

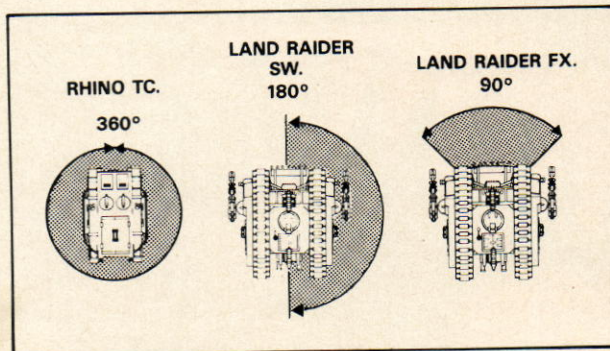
WEAPON LOCATION CODES TABLE

Location	Code	Arc of Fire
Armoured Vehicles		
Turret	Tt	360°
Swivel Mount - left side	SwL	180°
Swivel Mount - right side	SwR	180°
Swivel Mount - front	SwF	180°
Swivel Mount - back	SwB	180°
Fixed Mount - front	FxF	90°
Fixed Mount - back	FxB	90°

Dreadnoughts

Left Arm	LA	*
Right Arm	RA	*

* Weapons mounted on a Dreadnought have the same arcs of fire as Titan arm-mounted weapons (ie, 135°).





Rittman took a last drink of aquavit and wished he hadn't bothered. He spat the mouthful back into the flask, then reached up and turned on the command readout. It came online, the enemy positions marked in red, his own forces in blue.

He punched up the primary objective marker. A pale blue star moved over the holo and settled on a tall building with no name, only a designation: Tower 1031. The rebel command bunker for this sector was supposedly in its sub-basement. The secondary marker slid into place, hovering over a line of lower buildings which ran along the riverfront one thousand metres beyond the tower.

One by one the icons changed. Reconnaissance reports were filtered into the system, and a large red symbol flared next to the objective marker. A Titan, but only one Titan - a Night Gaunt. Smaller red triangles marked probable rebel infantry in their boltholes. In all, less than a full battlegroup. Perhaps there was a chance the attack would work after all.

As each vehicle captain completed his system checks, one-by-one the Land Raider icons flashed, then became a steady white, a tiny number next to it. Sword Seven, the oldest machine in the company, was the last to report in as usual. The Tech-adepts had spent much of the night repairing its worn suspension units. The commnet whispered as each Raider crew joined in a prayer to the Emperor. Sword Company was ready to move.

Rittman sat quietly, reviewing the situation. Behind his force, other units were coming online. A batch of white triangles marked the infantry dispositions behind him. This time they would follow the Land Raiders, rather than ride in the machines, reducing any pockets of resistance that remained. But it was Rittman's company that would bear the brunt of the fighting, running on point. His machines, still hidden in the ruins of a warehouse complex, would have to fight and win against the Night Gaunt. That meant crossing open ground under fire from the gigantic machine. And hoping that there would be enough of the company left to do the job afterwards.

There was nothing to be gained by staring at a display. "This is Sword Leader. Company!" He paused. "Follow me!"

The Raiders' tracks squealed as they moved out of the warehouse. Rust, shaken loose by the howling engines, fell from overhead beams and covered the machines. Rittman watched the holo as the Land Raiders rumbled into position in the company column.

They drove between shattered buildings, each machine's tracks throwing up rubbish as they moved over patches of rubble. They crossed a square, its abandoned market stalls still laid out waiting for long-dead customers. The Raiders crashed through them all, trailing streams of bright cloth from hatches, tracks and las-cannon. Where the cloth flapped against hot exhausts it smouldered, dropping from the machines in small, burning lumps.

Rittman monitored the company's movement on the holo. The Land Raiders were running parallel to the rebels, shielded from view by a line of ruined buildings. The road they were using was taking them closer to the enemy, but ahead the ruins turned to tangled wreckage. It was impassable to the heavy armoured vehicles. They had come as far as they could manage, and it was time to break cover.

Rittman leaned forward. "Company, left wheel. Follow me."

Lahoon, Rittman's driver, slewed the machine round and drove straight into a ruined building. Plasteel clattered down on the hull as he drove through its broken front windows. Then the back wall collapsed as the big machine crunched through it. The Raider turned sharply as its tracks caught on a crossbeam, and Rittman was thrown sideways in his seat.

One by one, the rest of the company followed. The formation opened out as the Land Raiders jolted across the rubble. In front of the machines was open country, a dead zone which stretched all the way to the rebel positions. A killing ground which had to be crossed quickly.

The Night Gaunt's Princeps had seen them at last. The composite image in Rittman's tactical display showed the Night Gaunt's plasma reactor coming online. Its shields winked into existence. Its plasma reactor was still warming up as the company moved forward. Then the Titan was striding towards the Raiders, its macro-cannon aimed and ready. Smaller weapons winked at its feet as the rebel footsoldiers opened up. At this range their firepower was of no consequence. It was only the Titan that mattered.

Rittman switched the holo to overview. Sword Company, all thirteen vehicles, was spread out in a rough line abreast. The Raiders were running at top speed towards the Titan. In his earpiece he could hear Lahoon repeating a prayer to the Emperor.

The range was closing rapidly. The Titan fired, and a Land Raider, Sword Ten, skidded to a halt. Its hull was blackened and charred, its entire left side gone, torn away by the macro-cannon's blast. Rittman watched as Sword Ten's icon went black in the holo.

"All Swords, attention. Evens, advance. Odds, overwatch fire." Rittman selected the auto-fire systems of his own las-cannon, and left the targeters to do the work. The tiny thought-machines were better shots than he had ever been.

"Sword Nine. Ignore the infantry." The Titan, that was the only true enemy here. It fired again. Sword Nine had no time to obey Rittman's orders as it took a direct hit and dissolved into a bright mushroom cloud. There was another black icon in the holo display.

"Odds, advance. Evens overwatch. By the numbers." The las-cannons on Rittman's command Raider fired again. The Night Gaunt's icon flared orange as a void shield collapsed.

The Land Raiders were moving forward in pairs, one machine firing from what little cover was available while the other rushed forward. Again the Titan icon went orange as another shield went down. Sword Twelve melted in the heat of a direct hit, spraying metal into the air. The Raider's icon vanished for a moment as the holo's systems were confused by the metallic cloud of debris. Then it came back, the solid black of a kill.

Sword Seven dropped out of the line and came to a halt, broadside on to the Titan. The suspension units had failed again. The vehicle captain scrambled clear as the Night Gaunt took aim. His driver was less fortunate, and the Raider became his tomb. In Sword Leader, Rittman swore. He would shoot the Tech-adepts himself, unless the Commissars got to them first.

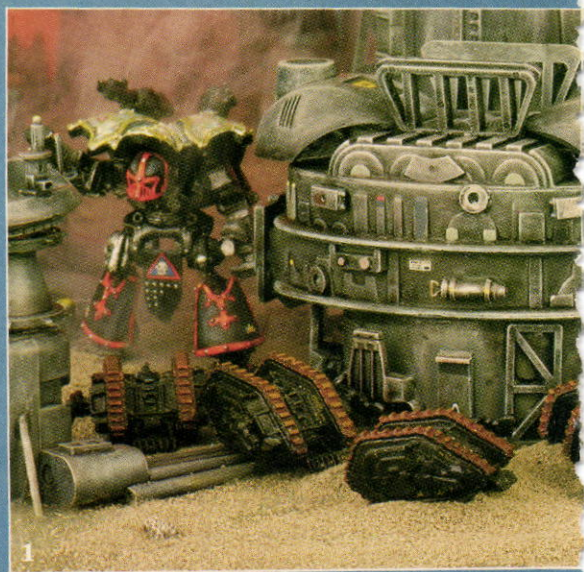
Yet the Titan was pulling back, its Princeps picking his way through the rebel positions. He was walking the machine backwards, and managing not to crush any of his supporting forces. Even in the heat of battle, Rittman could admire the man at the Titan's controls. Such a talented heretic had to die; he could not be allowed to use such skills against the Emperor.

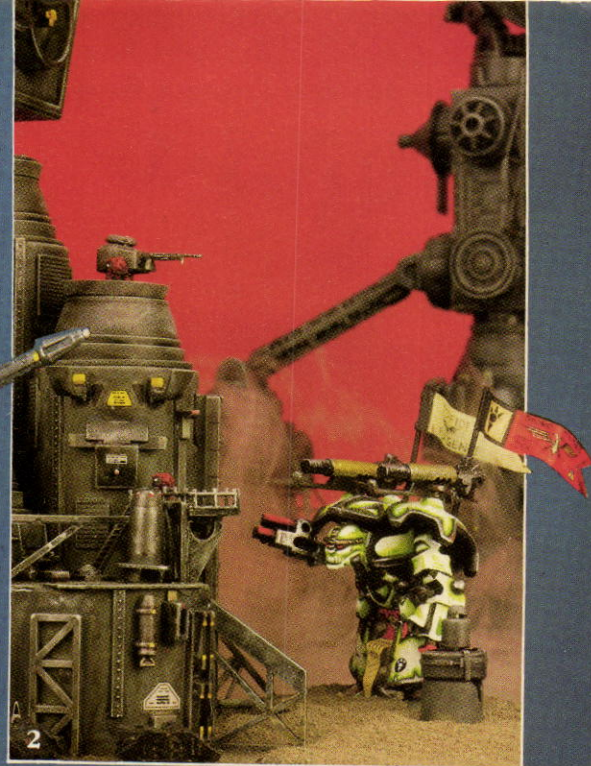
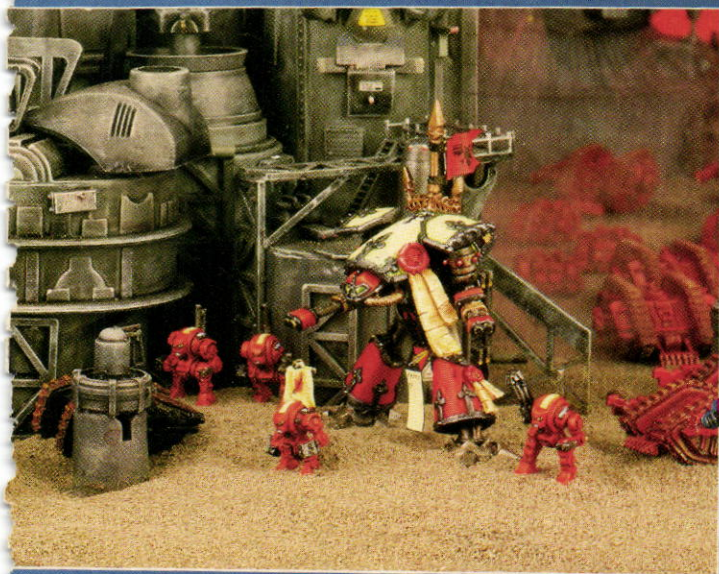
"Evens maintain fire on the Titan. Odds fire at rebel ground targets." They were close enough for the infantry to be a danger.

Rittman's tactical display flickered as the Titan's last void shield collapsed. The Night Gaunt stopped moving backwards, its Princeps had realised that retreat was futile. Rittman was ecstatic.

"Fire at will. We have him!"

ASSAULT ON PARAMAR V Paramar V was the scene of several fiercely contested actions during the Horus Heresy, of which the Traitor assault on Station 3 was amongst the most bloody. Supported by armoured vehicles and infantry, Rebel Titans advanced into the deserted space port expecting little resistance. They were surprised to meet Imperial Warlord, Reaver and Warhound Titans with their own support troops and armour. After a swift and violent battle, the Rebels were repelled, eventually to be routed from Paramar V entirely.





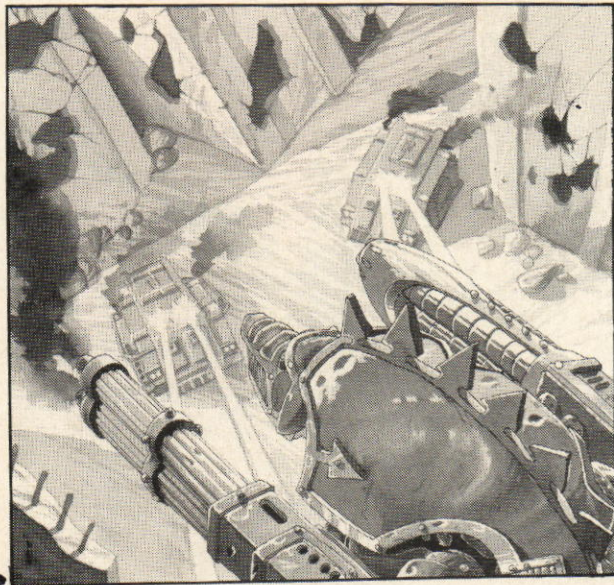
Main Picture: Rebel and Loyalist forces meet in open ground at the perimeter of the station.

Inset 1: A Reaver Titan of the Firebrands Order with its attached Dreadnought and Land Raider detachments is surrounded by Traitors.

Inset 2: Warlord class Titan of the Imperial Hunters Order flying Divisio Militaris and Horus Heresy campaign banner. Note the Traitor Marines positioned on the building.

Inset 3: Imperial Reaver class Titan with purity seals advances in support of a pair of converted vehicles.

Cityscape: the buildings in these photographs come from Tony Cottrell's extensive collection of epic scale scenery, scratch built using plasticard, various plastic tubs and cartons, desk tidies, ping-pong balls and innumerable remnants from old plastic toys and kits.



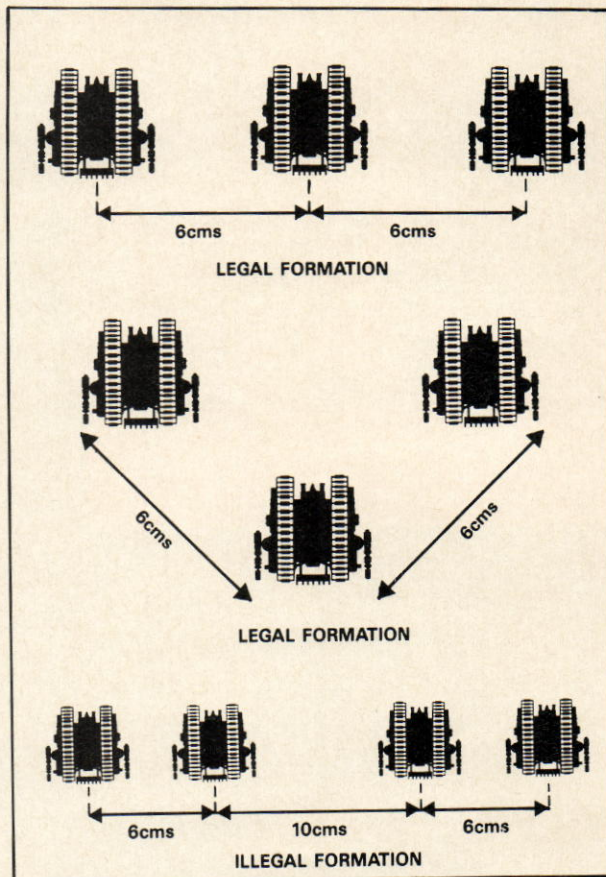
DETACHMENTS

All vehicles must be organised into groups of 3 or more machines known as *detachments*. Rather than give an *order counter* to each individual vehicle, one order is given to an entire detachment. Standard detachments for different types of vehicles are given in the *Army Lists*.

Every vehicle in a detachment must be within 6 cm of at least one other vehicle in the detachment, and all of the vehicles must be joined together by a chain of such 6 cm links.

Sometimes vehicles in a detachment will become separated for reasons beyond a player's control, usually due to the destruction of a vehicle by the enemy. If this happens, the detachment must be given *Advance* orders and must move into an acceptable formation as soon as possible.

It is a good idea to give each of your detachments a specific badge or emblem when you paint them. This can be as simple or as complicated as you like, provided it allows you and your opponent to tell which vehicles belong to which detachment. For example, a player has two detachments of Land Raiders, each with three vehicles: all of the vehicles in the first detachment are painted with a red number on the front and sides, and all of the vehicles in the second detachment are painted with yellow numbers.

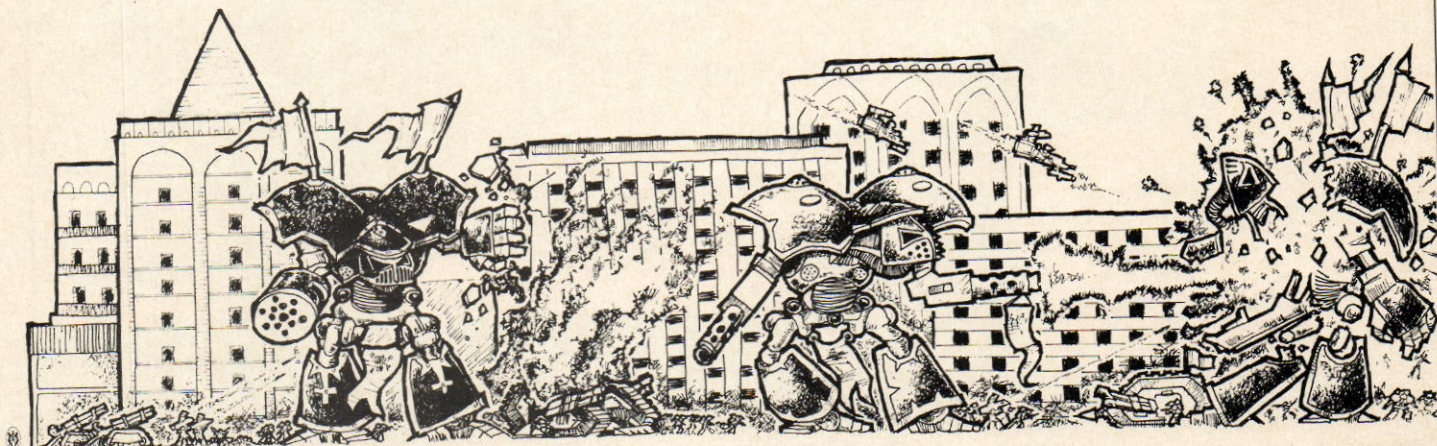


THE SEQUENCE OF PLAY

The sequence of play used in *Adeptus Titanicus* is left unchanged, apart from the following important addition:

Within each segment of the *movement phase*, players alternately move their eligible Titans. Once all the eligible Titans have been moved, players alternately move *detachments* of vehicles, starting with the first player to move his Titans. This means that the players will first move Titans with *Charge* orders, then vehicles with *Charge* orders, then Titans with *Advance* orders, and so on.

Similarly, in each segment of the *combat phase*, players first attack with all eligible Titans, and then they alternate firing *detachments* of vehicles.



ORDERS

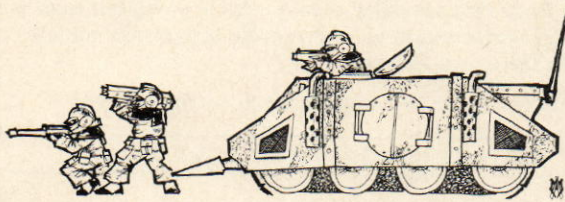
Both players must give one *order counter* to each *detachment* of vehicles in the *orders phase* of each turn. The orders that are chosen will apply to all of the vehicles in the detachment for the duration of the turn.

FIRST FIRE ORDERS

None of the vehicles in the detachment may move, not even to turn in place. The vehicles attack in the *first fire* segment of the *combat phase*, and receive a +1 modifier to any of their rolls to hit.

ADVANCE

The vehicles in the detachment may move up to their *advance* rate and may attack in the *advance segment* of the *combat phase*.



CHARGE

The vehicles in the detachment may move up to their *charge* rate, but may not fire until the *charge segment* of the *combat phase*. All rolls to hit made by vehicles with *Charge* orders suffer a -1 modifier.

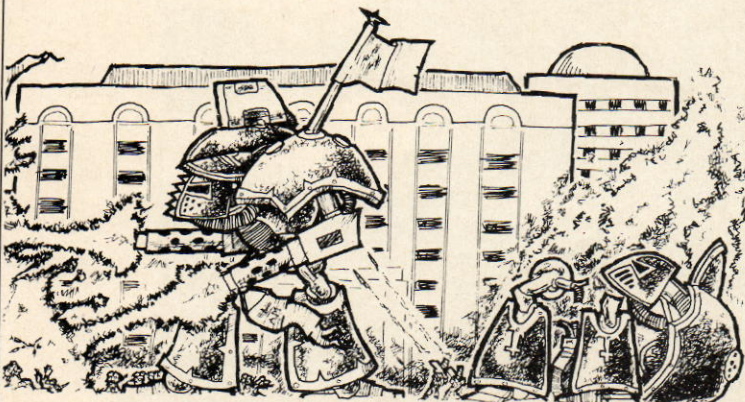
REPAIR/FALL BACK

Repair orders count as *Fall Back* orders for detachments of vehicles. Vehicles with *Fall Back* orders may not attack, but attacks on them will be less effective as the detachment is making maximum use of cover and smoke dispensers during its retreat.

All vehicles in the detachment may move up to their *charge* rate, but must end their move further away from any and all enemy units than they were at the start of the turn. Vehicles may not remain stationary - they must retreat at least 4cm. Vehicles with *Fall Back* orders may not attack, but any attacks upon them suffer a -1 modifier to hit.

NO ORDERS

Detachments that have not been given any orders may not move. They may fire in the *advance segment* of the *combat phase*.



MOVEMENT PHASE

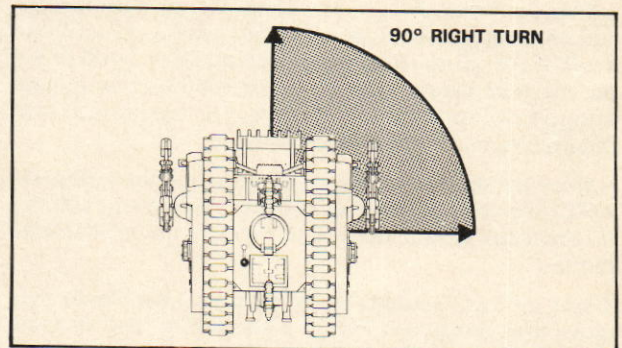
Vehicles move in the same way as a Titan, within the modifications laid out below.

TURNING

A vehicle with *Advance* or *Fall Back* orders may make up to 2 turns during its move. Each turn may be of up to 90°.

A vehicle with *Charge* orders may make 1 turn of up to 90° during its move.

Vehicles with *First Fire* orders may not make any turns at all.



MOVEMENT RESTRICTIONS

Vehicles must stop moving as soon as they come into contact with another vehicle, a piece of impassable terrain, or the leg (not the base) of a Titan.

Titans may move over vehicles (they just step over them).

LAND RAIDER! - TERRAIN

TERRAIN

The following terrain rules can be used for Titans even if no vehicles are in use.

The ground over which Titans and vehicles fight can range from flat plains with the occasional building through to dense terrain scattered with hills, buildings and woods.

Terrain is defined as being either *impassable*, *difficult* or *dangerous* - the categories into which various types of terrain fall are detailed in the *Terrain Effects Table*.



DIFFICULT TERRAIN

Difficult terrain is any terrain that will slow any movement down. For example, woods, hedges and hills.

A Titan or vehicle may move through *difficult* terrain without risk if it has *Advance* orders. It can try to move through if it has *Charge* orders, but must make a *dangerous terrain test* (see *Dangerous Terrain*).

Titans or Dreadnoughts with *Charge* orders that are equipped with Jump Packs may move over *difficult* terrain without taking a *dangerous terrain test* as long as they do not finish their move in the terrain.

DANGEROUS TERRAIN

Dangerous terrain is anything that carries the risk of affecting a Titan or vehicle even if it moves through it with great care. Swamps, rivers and areas of soft sand are all examples of *dangerous* terrain.

A Titan or vehicle may only move through this terrain if it has *Advance* orders. Make a *dangerous terrain test (DTT)* as soon as it enters the terrain by rolling a D6 and referring to the *Dangerous Terrain Table*. If it fails the test it gets stuck. A Titan or vehicle only has to make 1 *DTT* per turn per piece of *dangerous* terrain that is entered.

A Titan or vehicle that gets stuck may not move any further, and may not attack. In its next *order phase* roll a D6: on a roll of 1-3 the machine remains trapped; on a roll of 4-6 the machine breaks free. Titans or vehicles that remain trapped may not move or attack, but may roll to free themselves in the next *order phase*.

A Titan that starts its move in *dangerous* terrain must make a *DTT* if it tries to move any further through the terrain. If it exits the terrain immediately it does not have to take the test.

Titans or Dreadnoughts equipped with Jump Packs may move over *dangerous* terrain at the *full* or *cautious* rate without taking a *DTT*, as long as they do not *finish* their move in the terrain.

IMPASSABLE TERRAIN

No Titan or vehicle may move through *impassable* terrain. Titans or Dreadnoughts equipped with Jump Packs are allowed to move over *impassable* terrain, just as long as they do not *finish* their move in the terrain.

TERRAIN EFFECTS TABLE

Terrain	Effect on:	
	Titan	Vehicle
Buildings	Impassable*	Impassable
Hedges	None	Difficult
Walls	None**	Difficult**
Cliffs	Impassable	Impassable
Hill	Difficult	Difficult
Woods	Difficult	Difficult
River	Dangerous	Impassable
Lake***	Dangerous	Impassable
Marshy Ground	Dangerous	Dangerous

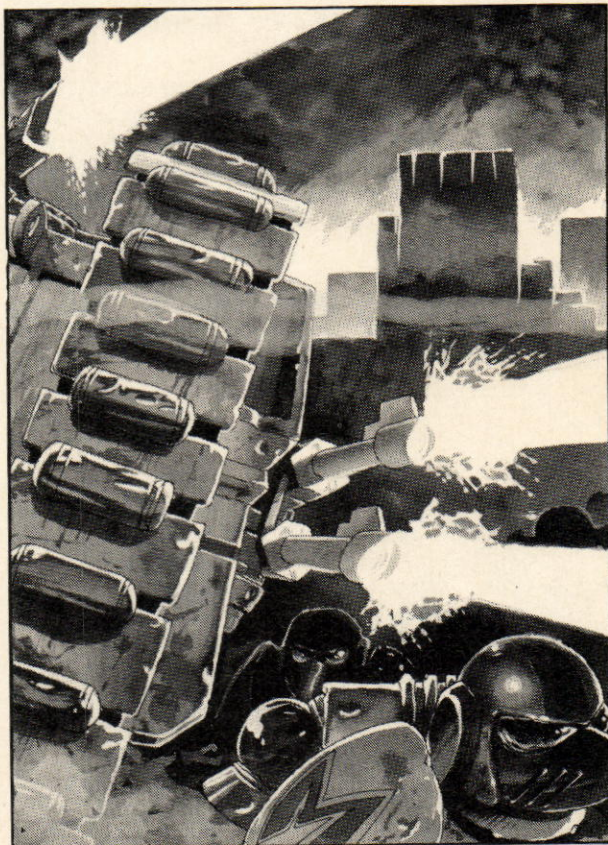
* Buildings that are lower than a Titan's knees count as *difficult* terrain - the Titan can step over them.

** Walls that are taller than a vehicle or higher than a Titan's knee count as *impassable* terrain for vehicles and Titans respectively.

Titans that are in a lake count as being in *cover*.

DANGEROUS TERRAIN TABLE

Machine	Fail Test	Pass Test
Titan		
Highly Manoeuvrable	1	2-6
Normal Manoeuvrability	1-2	3-6
Limited Manoeuvrability	1-3	4-6
Dreadnought	1	2-6
Armoured Vehicle	1-2	3-6



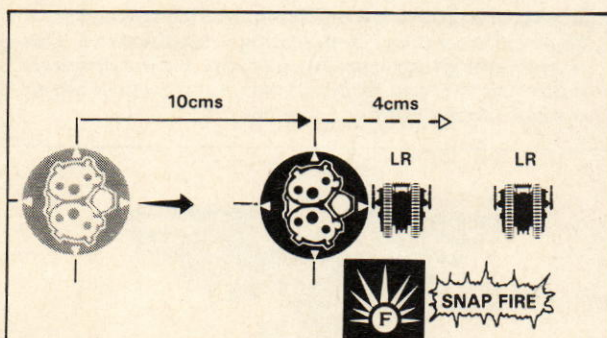
VEHICLES AND COVER

The *Line of Sight* and *Cover* rules in *Adeptus Titanicus* apply to all vehicles.

STOMP & RAM ATTACKS

Titans may make *stomp attacks* against any vehicles they move over in the *movement phase*. The vehicle or Dreadnought may *snap fire* before the Titan makes its stomp attack if they have *First Fire* orders, and such attacks will take place inside the Titan's Void Shields (see the rules for *Snap Firing* in *Adeptus Titanicus*).

Stomp attacks may only be made when the Titan is moved, and each vehicle may only be attacked once during the Titan's move. The Titan continues its move after the stomp attack has been made up to its usual limit of movement (assuming that the target has not crippled the Titan with a snap shot). Stomp attacks may only be made against vehicles, not other Titans.

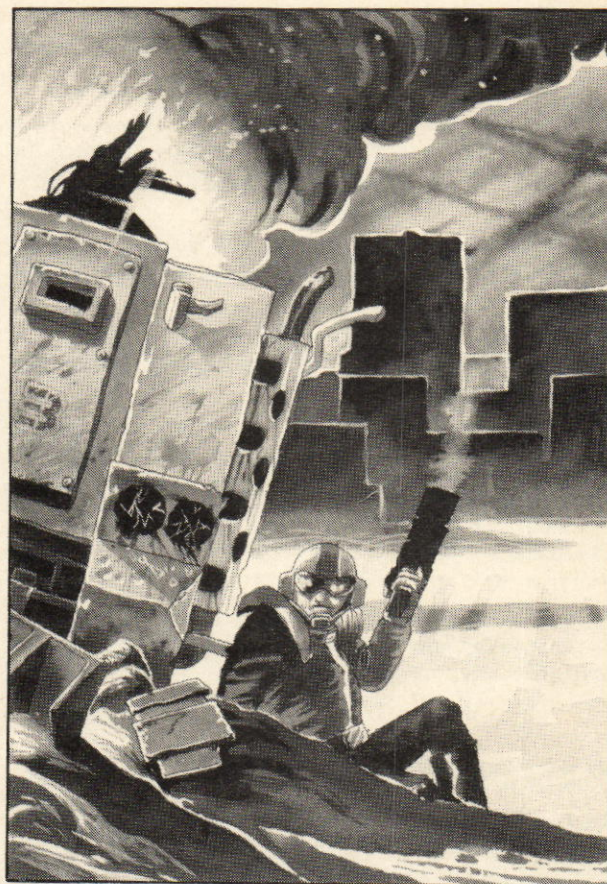


In the *movement phase*, a Death Bringer Titan moves 10cm towards Land Raider 1. The Land Raider has *First Fire* orders, and so *snap fires* with the double-barrelled lascannon in its left-hand swivel mount. Fortunately for the Titan, both shots miss, and the Titan prepares to make its *stomp attack*. A stomp attack normally needs a 4 or more to hit, but this is modified to 3+ as the Land Raider has *First Fire* orders. A roll of 3 is made on a D6, indicating a hit. The Titan then rolls for damage. The dice comes up with a 5, modified to 4 by the Land Raider's *DR* of -1. This is still a *critical hit*, so the Land Raider is destroyed.

The Titan can now complete its move by carrying on for another 4cm towards Land Raider 2. Note that if the Titan had been able to move into contact with Land Raider 2 it would have been allowed to make a stomp against this vehicle as well.

Armoured Vehicles (ie not Dreadnoughts) that have *Charge* orders may try to *ram* a Titan by moving into contact with the Titan's legs during the *movement phase*. The Armoured Vehicle is allowed to make one turn at the start of its move and then must move straight ahead. The object of this move is, of course, to collide with an enemy Titan's legs. Armoured Vehicles may also try to ram other vehicles using the same procedure.

Move the vehicle up to the target Titan's legs and roll to hit (see the *Stomp and Ram Table*). If the vehicle hits the Titan it must stop moving. If it misses, it must carry on moving out to the full distance of its *charge* move in a straight line.



A hit always affects the Titan's legs, and will cause *catastrophic damage* on a D6 roll of 4 or more. The vehicle also suffers an automatic hit with a *critical hit* roll of 4+.

Titans or vehicles may snap fire before an Armoured Vehicle makes a ram attack if they have *First Fire* orders and can bring any weapons to bear.

STOMP AND RAM TABLE

Weapon	To Hit Roll	Critical Hit Roll
Stomp*	4+	3+
Ram**	6+	4+

* Only Titans may make *stomp attacks*.

** *Ram attacks* may not be made by Titans or Dreadnoughts.

STOMP AND RAM MODIFIERS

Target's Status	Modifier
Target has <i>First Fire</i> orders	+1
Target has <i>Fall Back</i> orders	+1
Target is a Titan that cannot move	+1
Target has <i>Charge</i> orders	-1

REPAIR PHASE

Damaged vehicles may not be repaired, as they do not have the sophisticated auto-repair units that are built into a Titan.

THE COMBAT PHASE

ANTI-PERSONNEL WEAPONS

Some or all of a vehicle's weapons may be designed for anti-personnel use only - these weapons have no effect against Titans or other vehicles.

The weapons listed in the *Weapons Table* in **Adeptus Titanicus** are always effective against Titans and other vehicles.

In addition, some vehicles are armed with Missile Launchers. These are Heavy Weapons and are able to affect Titans and vehicles:

	Range		To Hit Roll		Critical Hit Roll
	Short	Long	Short	Long	
Missile Launcher	36cm	72cm	5+	6+	5+

Other weapons mounted on Armoured Vehicles and Dreadnoughts, such as bolters and heavy bolters, are anti-personnel weapons and have no effect against Titans and vehicles - their effects are detailed in the *Infantry* rules.

CHOOSING TARGETS

As it only has one crew member, a Dreadnought must fire all of its weapons at the same target. Armoured Vehicles must fire all the weapons in a mount at the same target, but may fire separate mounts at different targets.

TO HIT ROLL

When making a *to hit* roll against a vehicle, add the vehicle's **AR** to the dice roll.

For example, if the *to hit* roll was 4+ and the target had an **AR** of +1, the attacker would only need to roll a 3 or more to score a hit. If the **AR** was -1, the attacker would need to roll a 5 or more.

DAMAGING VEHICLES

Vehicles that are hit will suffer *minor damage*, *major damage* or be *destroyed*. *Minor* or *major damage* is indicated by placing one of the appropriate damage markers beside the vehicle. *Destroyed* vehicles should be turned over or marked with a small piece of cotton wool to represent a smoking wreck.

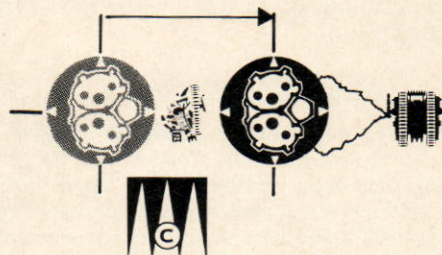
To find out what has happened to a vehicle, make a *critical hit roll*, modifying the score by the **DR** of the vehicle. A critical hit will destroy the vehicle. Any other result will cause *major damage* if the final modified score is 2 or more and *minor damage* if the final score is less than 2.

MINOR DAMAGE

A vehicle that has suffered minor damage may operate as normal. A second hit causing minor damage causes the vehicle to suffer *major damage*.

MAJOR DAMAGE

A vehicle that has suffered major damage may no longer move faster than its *advance* rate, and all rolls *to hit* suffer a -1 modifier. Any further hits on the vehicle cause it to be *destroyed*.



In the previous example, the Death Bringer Titan was left a few centimetres away from Land Raider 2. In the *combat phase*, the Death Bringer decides to fire the four Auto-Cannon in its left arm at the Land Raider. The Titan needs to roll 5 or more to hit, modified to 6+ as the Titan has *Charge* orders. Four D6 are rolled, scoring 1, 2, 6 and 6 - only the sixes score, so two hits are caused against the Land Raider. The *critical hit roll* for an Auto-Cannon is 6+, but the Land Raider's **DR** of -1 means that (6 followed by a second dice roll of 4+) is required to cause a critical hit. Two D6 are rolled, both scoring 3, modified to 2. This is just enough for each hit to cause *major damage*, destroying the Land Raider (as two occurrences of *major damage* always destroy a vehicle).



VEHICLE HIT MODIFIERS

Situation	Modifier
Target in cover	-1
Target has Fall Back orders	-1
Target's <i>Armour Rating</i>	AR
Attacker has <i>First Fire</i> orders	+1
Attacker has <i>Charge</i> orders	-1

VEHICLE CRITICAL HIT MODIFIER

If a hit is scored, the *critical hit roll* is modified by adding the target's *Damage Rating*.

VEHICLE DAMAGE CHART

Minor Damage: vehicle operates as normal.

Major Damage: vehicle may not move faster than *advance* rate; all rolls to hit made at -1.

Minor Damage plus Minor Damage: treat as *major damage*.

Major Damage plus Minor Damage: vehicle is *destroyed*.

Major Damage plus Major Damage: vehicle is *destroyed*.



The Raider crews needed no encouragement - time was not on their side. The Night Gaunt's shield generators might reset at any second, and then it would be invulnerable again. Only while its void shields were down was there any hope of besting the machine.

Gobbets of metal flowed down the Titan's legs and chest as the Raiders' las-cannons scored hits. In the holo Rittman saw the Night Gaunt's shoulder fuse; its macro-cannon was locked in position, pointing uselessly at the skyline. Its chest armour failed, and a las-cannon bored into its internal mechanisms. The machine was wounded, perhaps even dying, but it could still win this fight. A good Princeps could still use the Titan's size and speed to stamp Sword Company's Land Raiders into the ground.

"The chest! The chest! Go for the chest!" The Night Gaunt was no longer a machine for Rittman. He was slaying a giant, ripping its heart out, breaking its bones, stabbing the life out of a monster.

Then one stray shot caught the Night Gaunt in its knee. The joint popped and the Titan leaned over as the leg buckled under its weight. The Titan fell backwards, its chainfist flailing uselessly as the Princeps tried to keep his balance. Rittman waited for the head to eject, carrying the Night Gaunt's crew to safety, but it didn't happen. The chest, already weakened, groaned and shattered under the new strain, opening out in jets of white light and screeching gas as the plasma reactor went critical. The Night Gaunt crashed to the ground, and the roiling plasma, hotter than a sun's heart, did the rest. It exploded in white fire, and the rebel position around the machine's carcass dissolved. Rittman's holo cutoffs overloaded and went dark.

There was a moment of stunned silence in each Land Raider, the only sound the muted roar of engines. Then the commnet started chattering, the crews congratulating each other, making promises of celebrations to come.

"Echelon Left. Range two hundred. Rapid fire."

Rittman allowed his crews no time to enjoy their victory. He was determined to win. He switched on the holo: he could see tiny, fleeing figures - some of the rebels were breaking. The catastrophic loss caused by the dying Night Gaunt had been too much for them. In places, he saw, the Traitor Marines were holding, trying to make a fight of it. But even they were shaken by the easy destruction of their only Titan.

"Advance. Odd numbers forward. Evens overwatch." Rittman's words carried through the sound of battle to each vehicle captain.

Sword Leader's hull shuddered, as though hit by a tremendous hammerblow. Lahoon's gasp was loud in Rittman's ear. He stared at the damage readouts: all clear. He punched up the playback and watched a Dreadnought fire a missile at his Raider. It came straight in, a perfect shot aimed at the transmission systems. He blinked involuntarily as the recorded missile hit, waiting for an explosion that never came. It had malfunctioned! Surely here was an omen - the Emperor's Luck was with him today!

He flipped back to realtime; the Dreadnought got no second chance. Sword Three crashed forward, sweeping the rebel heretic off its mechanical feet. The enemy machine was crushed beneath the Raider's tracks. Its pilot tried to eject, failed, and was smashed to an amniotic smear along Sword Three's armoured flank.

"General advance. Fire at will. Watch your targets!" Rittman grinned like a Terran wolf. The attack was becoming a pursuit. All around Sword Company the ground and sky seemed on fire. Rittman could hear the chatter on the commnet as his drivers and gunners pinpointed targets. He watched the command readout count down the distance to the Company's primary objective, then he punched up the range to the secondary target.

"Keep going, keep going," Rittman howled at his company. He could feel himself chewing his helmet strap, the berserker rage building within him. Victory was within his grasp. "We have them now. Dress the line, Sword Five."

Sword Four burst apart as it ran over a rebel suicide bomber. The leading Raider, Sword Two, threw a track and was immediately covered by the swarming rebels. There was dull explosion, and Sword Two's white icon turned black on the command holo.

Rittman turned his Raider's las-cannons on the remains of Sword Two and fired. The rebels fell back, leaving their cauterised dead as grotesque decorations on the Land Raider's hull. Rittman screamed in hatred - didn't these fools know when they were beaten?

"Kill them all! Vengeance for the fallen! Vengeance for the Emperor!"

And then, in an instant, Rittman thought the advance was on the point of dissolving into confusion. Sword Company were still moving forwards, following orders to the letter, but now the Raiders were rolling over and through the rebel positions. If an enemy officer managed to rally his troops, any of his troops, Rittman's company would be vulnerable.

But it didn't seem to be happening. The enemy were still running. Sword Leader came to a halt outside Tower 1031. Its icon flashed, blue and white, on the holo: Objective Taken. The command acknowledgement from headquarters came up. Rittman's achievement was confirmed.

Outside the vehicle, rebels streamed past, throwing aside their weapons, dropping packs and respirators in their desperate attempts to escape. They were running towards the river, their only hope of salvation.

But Rittman had to be sure that the victory was his. No-one was going to take it away. He snarled and punched his personal code into the Raider's command system. The top hatch opened, and he climbed up, standing on the command seat. He swung the command hatch's heavy bolter around and pointed it across the smoking ruins, firing into the fleeing rebels. They were swept away by a cloud of tiny explosions. He kept firing and the bolter readout glowed amber, then red: it had run out of ammunition.

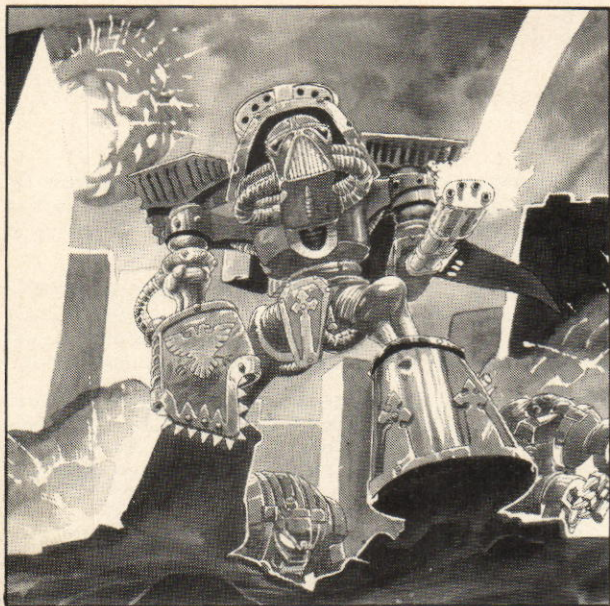
Rittman heard a single shell case slide down the front of the Raider and drop to the road with a tiny clink. Behind him Sword Four was burning, a loose hatch flapping in the fire's breeze. And beyond the wreck were the familiar, friendly figures of his infantry support, advancing through the smoke.

The smell of burning meat blew across Rittman as a flamer team hit a foxhole. And another one, and then a wrecked Dreadnought. Rittman didn't even remember seeing the second Dreadnought. The troops were burning everything in sight, a celebration of victory. There was a dull 'crump' as the flamer ignited a grenade, then laughter at the dead rebels who twitched horribly as their ammunition cooked off.

Rittman pulled the commnet out of his ear and swung his legs out of the hatch. His fatigues were stained with sweat and it was cool on the hull. Suddenly careless, he sat down and drummed his heels against the armour. Lahoon had powered down the engines, and they creaked quietly as they cooled.

He nodded as a sergeant saluted him. The man's uniform was pristine. As he turned away to shepherd his men past the battered Land Raider, Rittman had to fight down the urge to ask the sergeant where he had been, to throw dirt all over his spotless uniform, to hit him. Perhaps even shoot him - but the bolter was empty.

The moment passed. The battle was over, and Rittman was tired.



KW

CLOSE COMBAT

Armoured Vehicles do not mount close combat weapons. During the Close Combat phases, however, they may attack with their ranged weapons (even if these have already fired in an earlier phase). They may not make *ram* attacks during this phase. The rules for firing ranged weapons in close combat in **Adeptus Titanicus** apply to all vehicles.

Dreadnoughts may make *improvised attacks* in close combat. This represents the Dreadnought punching, kicking and even head-butting its opponent. An improvised attack may only be made against an opponent that falls in the arc of fire for carapace-mounted weapons. Only one improvised attack may be made per turn.

	To Hit Roll*	Damage
Improvised Attack	5 +	Minor Damage

* Only apply the modifier for the target's **AR** to the roll to hit for an improvised attack.

Titans that are in base-to-base contact with vehicles may make up to two *stomp attacks*, even if they have already made a *stomp attack* during the *movement phase*. The Titan may also use *ranged* and *close combat weapons* to attack vehicles.

To be sure, our vehicles are small - smaller than the lightest Titan. They mount only the smaller weapons, and lack the protection of even a single Void Shield. We may be blasted to ash, or crushed underfoot.

But there are many of our small vehicles. There are many of our small weapons. Even the deadliest Titan will take some time to kill all of us. And therein lies our virtue, for in that time our little weapons may kill him.

*Lieutenant Commander Hardur Morren,
Land Raider Squadron,
23rd Fridona Regiment, Imperial Guard*

VEHICLE DETACHMENTS

Vehicle detachments consist of 4 types: Rhino, Land Raider and 2 types of Dreadnought detachment: Dreadnought Mutilator detachments (most appropriate to anti-personnel actions) and Dreadnought Destroyer detachments. The number and type of vehicle in each type of detachment, and the *Battle Rating* for the detachments, are:

Detachment Type	Number of Vehicles	Detachment Battle Rating
Rhino	3 Rhinos	90 points
Land Raider	3 Land Raiders	660 points
Mutilator	2 Contemptors 1 Deredeo 1 Furibundus	215 points
Destroyer	2 Deredeo 2 Furibundus	310 points

Data cards for all these vehicles can be found on p23.

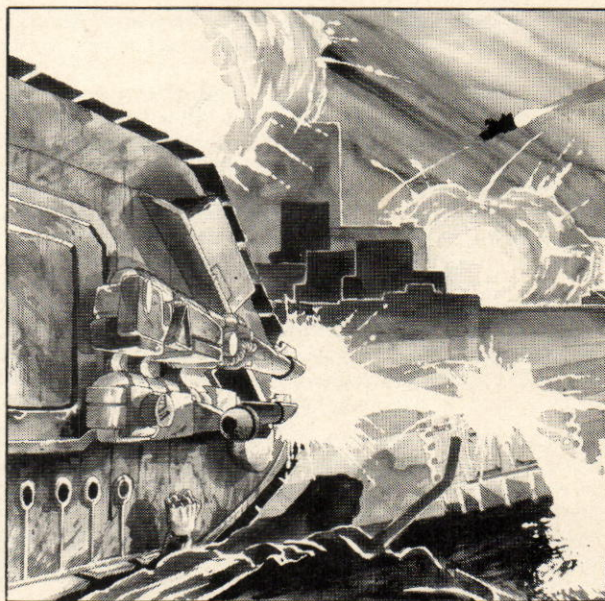
When you ride the Titans into battle, the world is at your feet, power is in your fists and there is steel in your soul. The battle holds no fear, for the Princes and the Moderatus have the righteous certainty of victory to soothe their thoughts.

But vehicle captains! They must be weighed down by courage, for who but a courageous fool would face a Titan in one of those little boxes...

*Grand Master Erwin Malky,
Firebrands Order Divisio Militaris*

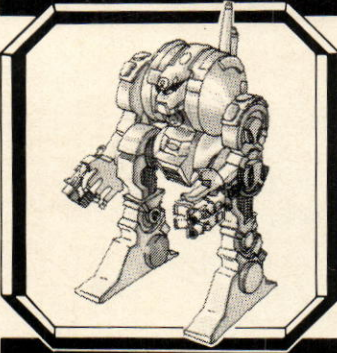
SCENARIOS

Vehicle detachments may be used in any scenario where the players decide to choose their own forces using the points system. Players are allowed to pick any number and type of detachments, as long as they have the *Battle Points* to pay for them. Note that vehicles are always bought by the detachment, never as individual vehicles.



KW

DREADNOUGHT CONTEMPTOR

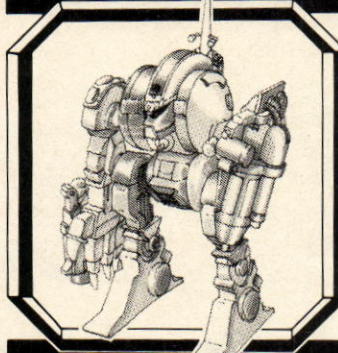


WEAPONS
Bolter (RA)
Bolter (LA)

ARMOUR RATING 0	DAMAGE RATING +1
SPEED 6/12	BATTLE RATING 30



DREADNOUGHT FURIBUNDUS

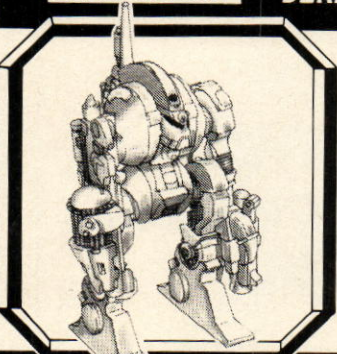


WEAPONS
Bolter (RA)
Las-Cannon (LA)

ARMOUR RATING 0	DAMAGE RATING 0
SPEED 4/8	BATTLE RATING 95



DREADNOUGHT DEREDEO

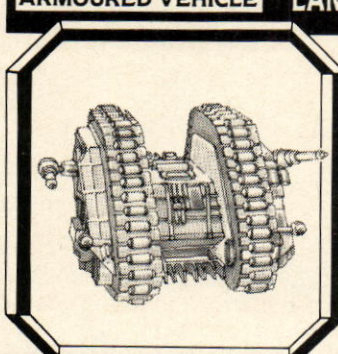


WEAPONS
Missile Launcher (RA)
Bolter (LA)

ARMOUR RATING 0	DAMAGE RATING +2
SPEED 5/10	BATTLE RATING 60



ARMOURED VEHICLE LAND RAIDER



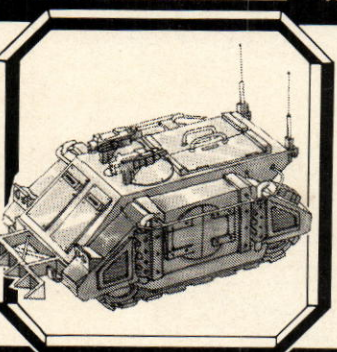
WEAPONS
Las-Cannon (SwL2)
Las-Cannon (SwR2)
Heavy Bolter (FxF)
Heavy Bolter (FxB)

ARMOUR RATING 0	DAMAGE RATING -1
SPEED 10/20	BATTLE RATING 220

REMARKS May carry up to 10 infantrymen



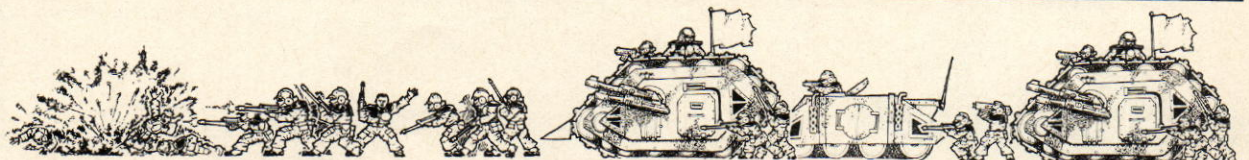
ARMOURED VEHICLE RHINO



WEAPONS
Bolter (Tt)

ARMOUR RATING 0	DAMAGE RATING 0
SPEED 8/16	BATTLE RATING 30

REMARKS May carry up to 10 infantrymen

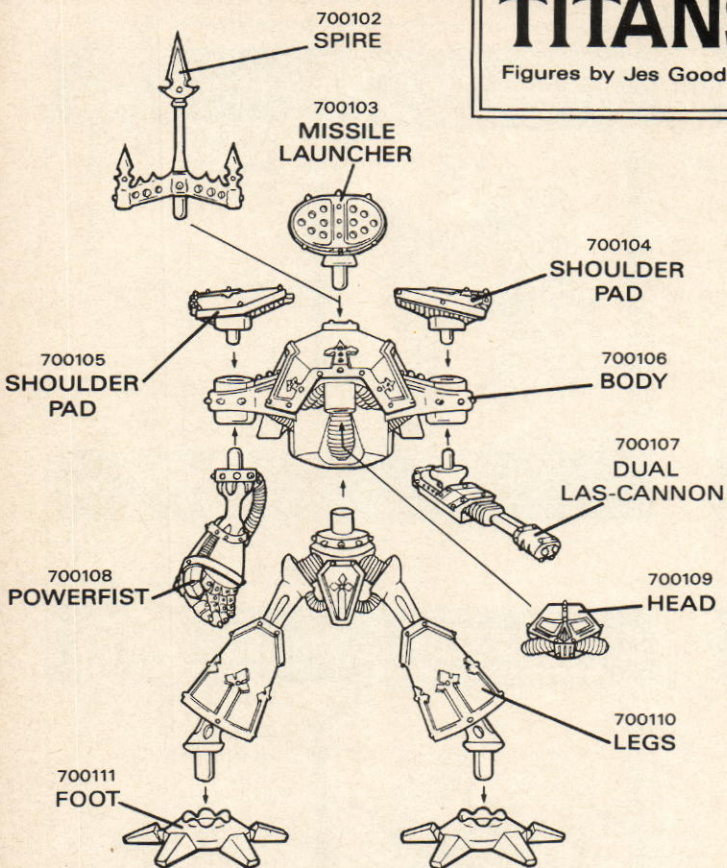
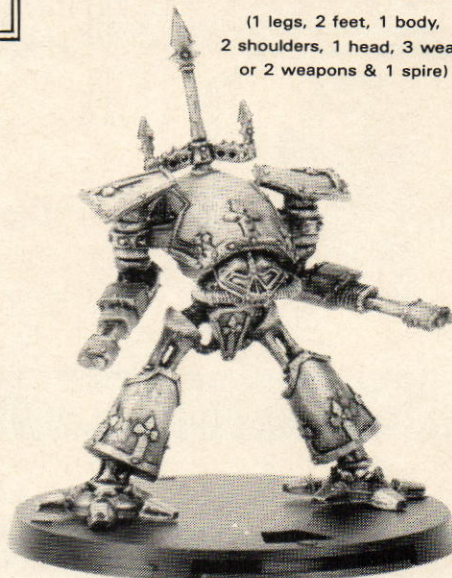
TITANS

Figures by Jes Goodwin



REAVER CLASS BATTLE TITAN

(1 legs, 2 feet, 1 body,
2 shoulders, 1 head, 3 weapons
or 2 weapons & 1 spire)



CHAINFIST AND POWERFIST FOR USE ONLY WITH REAVER CLASS BATTLE TITAN. ALL OTHER WEAPONS INTERCHANGEABLE.



700111 CHAINFIST



700112 HEAD



700107 DUAL LAS-CANNON



700113 MULTI-MELTA



700114 PLASMA GUN



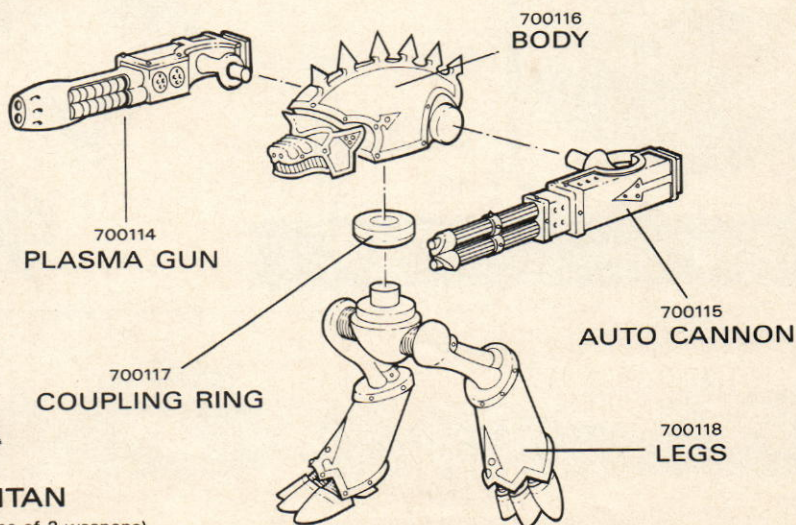
700115 AUTO CANNON

NOTE: MOST WEAPONS FROM THE PLASTIC WARLORD TITANS KIT ARE COMPATIBLE WITH BOTH REAVER AND WARHOUND TITANS.



WARHOUND CLASS SCOUT TITAN

(includes 1 body, 1 set of legs, coupling ring and choice of 2 weapons)

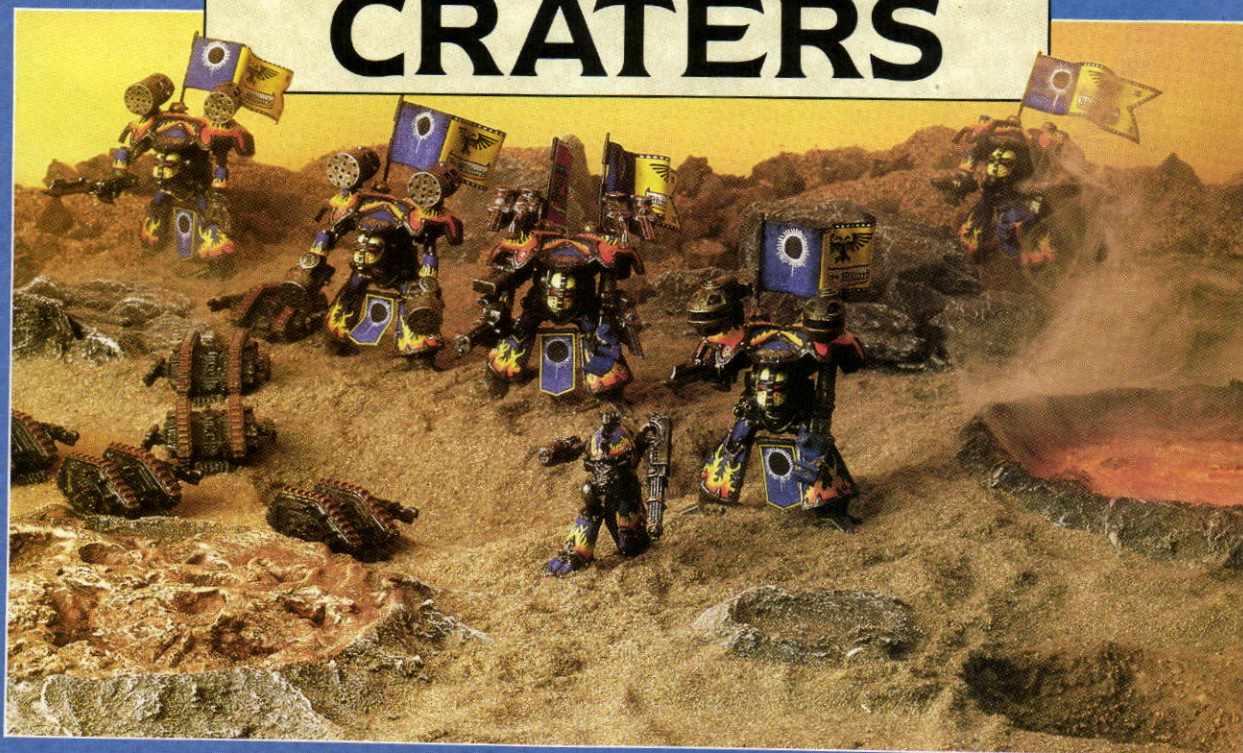


Figures supplied unpainted. **WARNING!** This product contains lead which may be harmful if chewed or swallowed. Citadel Miniatures are not recommended for children under 12 years of age.



TM ADEPTUS TITANICUS

CRATERS



The Warp Runners' offensive on the capital city of Borman IV was a major turning point in the Scouring of the Ollanz system. The crucial Titan battle took place in the volcanic desert of Yrevendi immediately to the north of the capital, as Sunburst Group, under the command of Senior Princeps Varr Harax launched a surprise thrust through rough terrain at a weak point in the Tiger Eye lines. The Titan force was accompanied by Three Company, Legio Astartes Iron Hands.

Above: Sunburst Group approaches the target, guided by a Warhound Class Scout Titan from the Warp Runners' Trailblazer Group. Notice the two specialist Titans, Sunburst Two and Three (second and third from left), which give this small task force tremendous firepower for its size.

Right: a small Tiger Eye force, supported by a Company of Emperor's Children Traitor Marines, reacts to a feint by the approaching Sunburst Group. The Warp Runners annihilated this Traitor force and reached the capital before Traitor reinforcements could arrive.

Warp Runner Titans painted by Phil Lewis, Tiger Eyes and Emperor's Children painted by Tony Cottrell, Rhino tanks converted using Dark Future guns and modelling putty. Assault guns converted from modern micro AFV's. Terrain made by Chris Colston using Citadel Craters and stones, both textured with D.I.Y. filler.



CRATERS

Terrain is everything on the battlefield. Far too many armchair tacticians assume that battles are fought across featureless plains.

- Grand Master Ferromort, Ordo Sinister

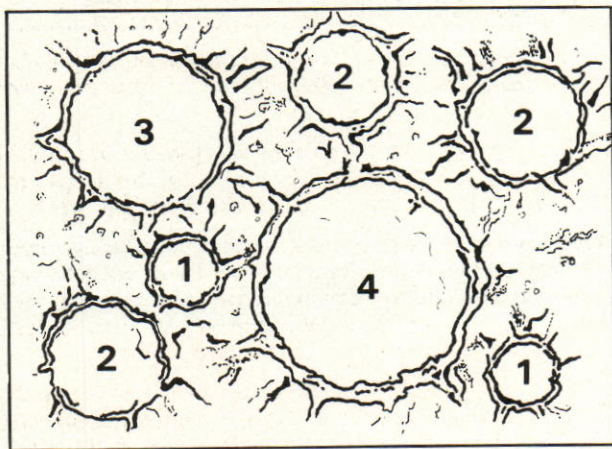
Once you've played a few games of **Adeptus Titanicus**, you'll know just how useful buildings can be. And irritating, too. Placing them on the table can be a real art - as much a part of the game as moving and shooting.

But the eight polystyrene buildings that come in the **Adeptus Titanicus** box only really scratch the surface of the possibilities for using scenery in the game. For example, the sheets of vac-formed plastic craters which GW produces for use with **Warhammer 40,000** are also ideal for use with **Adeptus Titanicus**.

Craters can be caused by a number of things in the universe of **Adeptus Titanicus**. They can be the remains of meteor strikes or crashed spaceships. They can be caused by volcanic activity, or by long-range bombardment before the battle. And, as you'll see, they can be caused by various things which may happen in the course of the game itself.

CRATER SIZES

The vac-formed craters come in four sizes, as shown on the following diagram. As you will see, some of the rules in this article depend on the size of the crater involved.



SETTING UP

Before the game, both players must agree on whether or not craters will be used. If the players decide to use craters, these are placed *before* buildings, but in the same way; players take turns to place a crater on the table, and when there are no more craters left, buildings are placed in the normal way.



Titan reactor meltdown creating lava crater

THE MOVEMENT PHASE

Craters count as *difficult terrain* (but see *Crater Sizes* below). The effects of this on various unit types are as follows:

Titans may move across a crater without risk if they have *Advance* orders. If a Titan has *Charge* or *Evade* orders, it must make a *dangerous terrain* test when crossing a crater. A Titan which is equipped with Jump Packs does not need to make a *dangerous terrain* test for *Charge* or *Evade* orders, unless it finishes its move in the crater.

Vehicles (including Light Vehicles, Dreadnoughts and War Walkers) may move across a crater without risk if they have *Advance* orders. If a vehicle has *Charge* or *Evade* orders, it must make a *dangerous terrain* test when crossing a crater. A Dreadnought which is equipped with Jump Packs does not need to make a *dangerous terrain* test for *Charge* or *Evade* orders, unless it finishes its move in the crater.

Jet Bikes may move across craters normally, and need never make a *dangerous terrain* test, regardless of their orders.

Infantry may move across a crater at half its normal movement rate. Infantry stands equipped with Jump Packs may move across a crater at their normal movement rate.



THE DANGEROUS TERRAIN TEST

When a Titan or vehicle has to make a *dangerous terrain test* as a result of crossing the rim of a crater with *Charge* or *Evade* orders, roll a D6 and consult the following table:

Unit Type	Fail Test	Pass Test
Titan		
Extremely Manoeuvrable	1	2-6
Highly Manoeuvrable	1	2-6
Normal Manoeuvrability	1-2	3-6
Limited Manoeuvrability	1-3	4-6
Dreadnought	1	2-6
Armoured Vehicle	1-2	3-6
Light Vehicle	1-2	3-6

If the test is *passed*, the unit may complete its move normally. If the test is *failed*, the effects are as follows:

Armoured Vehicles, Light Vehicles and Dreadnoughts: the model is *stuck*; leave it with its base touching the rim of the crater. It may not move or attack until it has freed itself. It may try to free itself in the *order phase* of each turn by rolling a D6: on a roll of 1-3 it remains trapped, and on a roll of 4-6 it frees itself and may move and fight normally.

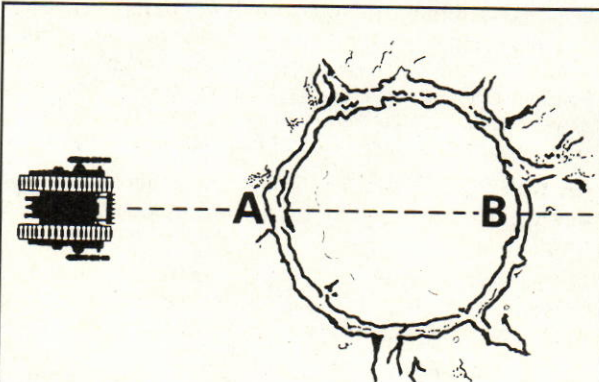
Titans: the Titan stumbles, and ends its move with its base touching the rim of the crater. It does not become stuck, and may fight and move normally.

CRATER SIZES

The three largest craters (sizes 2, 3 and 4) consist of an area of flat ground inside the crater rim; this flat ground is counted as being normal terrain, and only the rim itself counts as *difficult terrain*.

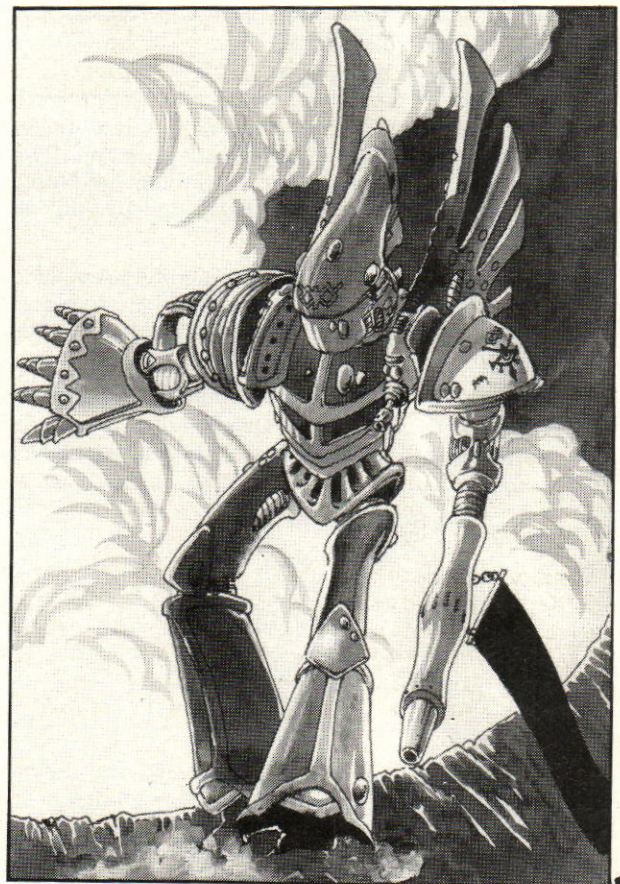
A model or infantry stand with Jump Packs which finishes a *Charge* or *Evade* move on the flat ground inside a crater does *not* have to make a *dangerous terrain test*.

A model or infantry stand which enters and leaves a large crater in the same movement phase crosses difficult terrain twice, and must therefore make two *dangerous terrain tests*.



If the first *dangerous terrain test* is failed, the Land Raider stops at point A. No second test is taken; it must free itself before it can move or fire.

If the first *dangerous terrain test* is passed and the second test failed, the Land Raider stops at point B.



Eldar Phantom Titan skirts the edge of a smoke crater

THE COMBAT PHASE

As well as interfering with movement, craters can provide cover against enemy fire. Normal line of sight and cover rules apply.

Infantry stands only have a line of sight into or out of a crater if the stand is touching the crater rim; then the troops are assumed to be spread out on the crater rim itself.

Jet Bikes follow the same rules as infantry, *unless* they have *Charge* orders. A detachment of Jet Bikes with *Charge* orders is assumed to be flying above the crater rim; they cannot claim cover from the crater, and it does not block lines of sight drawn to or from them.

Craters never interfere with a line of sight drawn to or from a Titan; Titans are too big, and their weapons too high up, for something as low as a crater rim to get in the way.

HULL DOWN

A model is assumed to be *hull down* against a crater rim if it is touching the rim. In the case of the smallest craters (sizes 1 and 2), any model inside the crater is assumed to be hull down.

TITAN LEG HITS

Whenever a Titan takes a leg hit from a shot which has crossed the rim of a crater, roll a D6. Add 1 if the shot was fired by another Titan. If the result is less than or equal to the crater's size number, the shot has hit the crater rim rather than the Titan, and the Titan is undamaged.

If a shot crosses more than one crater, base this dice roll on the largest crater which the shot crosses.

CRATER TYPES (Optional Rule)

So far, we've been assuming that a crater is simply a circular wall of rock. But in the vastness of the **Adeptus Titanicus** universe, a crater can be caused by many things, and some types of crater can have interesting properties on the battlefield.

This optional rule should only be used if both players agree to it. As each crater is placed on the tabletop, the player who places the crater should roll a D6. Note that the dice is rolled *after* the crater has been placed.

On a roll of 1-5, the crater is a plain, ordinary crater of the kind we have already discussed. On a roll of 6, it is a little more interesting; roll again and consult the following table:

D6 Roll	Crater Type
1	Hot Mud
2	Lava
3	Noxious Gas
4	Smoke
5	Radiation Hotspot
6	Flashpoint

Alternatively, if both players agree, you can roll once for all the craters on the table, so that they are all identical.

HOT MUD

The crater is a pool of mud created by geothermally-heated water coming up from below. Mark the crater with an appropriate-sized circle of brown paper or card.

Any unit which becomes stuck there as a result of failing a *dangerous terrain* test begins to sink into the mud at an alarming rate, and non-Titans may only free themselves on a roll of 6 on a D6. If a non-Titan rolls a 1 while trying to free itself, it becomes permanently mired and is effectively destroyed. Titans are not affected.

If the largest crater (size 4) is found to be a hot mud pool, anything except a Titan which ventures inside the rim is automatically lost. Titans must make *dangerous terrain* tests while crossing the pool; if the test is failed, the Titan is *stuck*; leave it with its base touching the rim of the crater. It may not move or attack until it has freed itself. It may try to free itself in the *order phase* of each turn by rolling a D6: on a roll of 1-3 it remains trapped, and on a roll of 4-6 it frees itself and may move and fight normally.

LAVA

The crater is filled with lava - either the result of very recent volcanic activity, or because of a very recent plasma bombardment. Mark the crater with an appropriate-sized circle of red paper or card.

The crater is *impassable* to anything except a Titan, and any non-Titan which enters the crater is automatically destroyed. When a Titan crosses a lava pool, it takes automatic Superficial Damage to the legs each turn it remains in the lava. Its Void Shields only stop fast-moving projectiles, and afford no protection against the lava.

Jet Bikes, and units equipped with Jump Packs, may cross the crater without any difficulty, but are destroyed automatically if they come down inside the crater.

NOXIOUS GAS

The crater is filled with a corrosive gas produced by geothermal activity. Mark the crater with an appropriate-sized circle of green paper or card.

Treat the crater as normal for Titans, Dreadnoughts, and Robots (including Spirit Warriors); the gas has no effect.

Infantry stands and light vehicles must make a *saving roll* during each *order phase* while in a gas-filled crater. If the saving roll succeeds, they are unaffected by the gas, and may proceed normally this turn. If the saving roll is failed, the stand is overcome by the gas, and is treated as destroyed.

During each *order phase* that a vehicle is in a gas-filled crater, roll a D6 and add the vehicle's **AR**. On a roll of 4 or more, the vehicle carries on with its turn. On a roll of 3 or less, the crew (and any infantry stands carried) are overcome by the gas. The vehicle is treated as destroyed.

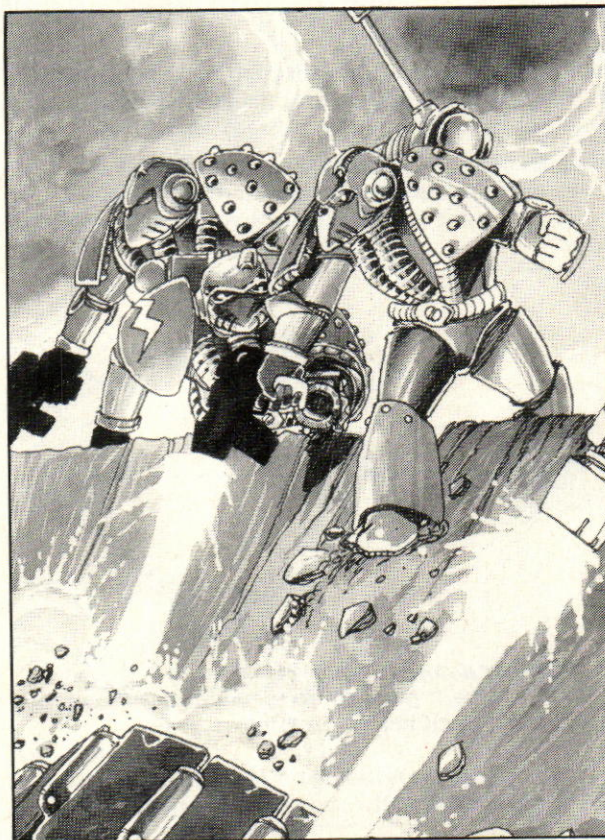
The gas does not affect Jet Bikes, unless they spend a turn in the crater with *First Fire* or *Damage Control* orders; then they are treated as infantry.

SMOKE

The crater is a bottomless pit, continually belching a column of thick, highly-corrosive smoke into the atmosphere. Mark the crater with an appropriate-sized circle of black paper or card.

The interior of the crater counts as *impassable terrain* for all models, and everything which enters the crater is lost. Jet bikes and models equipped with Jump Packs may fly over the crater as part of a *Charge* move, but if they end a move inside it they are destroyed.

The smoke from the crater is completely impenetrable, and no line of sight may be drawn across it.



Marines advancing over a crater rim

- Before you step in a crater, be sure you know what caused it.

- proverb, *Divisio Militaris*

RADIATION HOTSPOT

The crater has been created by nuclear bombardment from orbit, and is still highly radioactive. Mark the crater with an appropriate-sized circle of blue paper or card.

Infantry stands and light vehicles in the crater must make a saving roll in their next *order phase* or die. This includes Jet Bikes *unless* they have *Charge* orders, in which case they are assumed to fly above the worst of the radiation.

Armoured vehicles and Dreadnoughts which enter the crater must roll a D6 in their next *order phase*. Add the **AR** of the vehicle or Dreadnought - if the result is 4 or more the radiation has no effect, otherwise the crew and any passengers succumb to radiation poisoning and are treated as destroyed.

Titans are unaffected by the radiation if they have at least one functioning Void Shield. If a Titan in a radiation hotspot does not have any operating Void Shields in the *end phase* of a turn roll 1D6; on a roll of 1 the Titan suffers Superficial Damage from the radiation.

FLASHPOINT

The crater is volcanic in origin, and lava bubbles beneath a thin crust. Mark the crater with an appropriate-sized circle of yellow paper or card.

In most circumstances, the crater is not treated as special. However, there is always the risk of the thin crust rupturing and allowing the lava to erupt through. The following events lead to a risk of eruption:

- if a Titan is destroyed within the crater;
- if a support missile comes down in the crater;
- if a plasma gun or plasma cannon is fired on *maximal* into the crater.

If there is a risk of eruption, roll a D6; on a roll of 5 or 6 the crater erupts.

The following events will *automatically* cause an eruption:

- if a Titan's plasma reactor explodes while it is inside the crater;
- if a Vortex Field enters the crater.

ERUPTION

When a hotspot crater erupts, everything in it is automatically destroyed.

It also throws out D6 gobbets of lava. Place the *Deviation Template* over the centre of the crater, and determine where each gobbet lands as follows:

1. Roll a D6 to determine direction.
2. Roll 2D6 for the distance in cms from the centre of the crater.

Once you have determined where a gobbet of lava lands, place the *Plasma Burst Circle Template* at the indicated point on the table. Any model wholly or partially under the template takes a single hit as if from a plasma gun firing on *maximal*.

Thereafter, the crater becomes a *lava* crater (see above).

CREATING CRATERS (Optional Rule)

It is possible for a Titan to use its Very Heavy Weapons to create small craters on the battlefield, either to hinder an enemy advance or to provide cover.

In order to create a crater, a Titan must have *First Fire* orders, and may not *snap fire* or turn in place. It remains still and fires a concentrated volley from one of its Very Heavy Weapons at open ground up to 36cm away, within the weapon's fire arc. There is no need to roll to hit, and the player places a size 1 crater at the desired point. Plasma Cannon must be fired on *maximal* in order to make a crater.

Plasma Cannon produce *lava* craters, while macro-cannon and defence lasers produce ordinary craters.

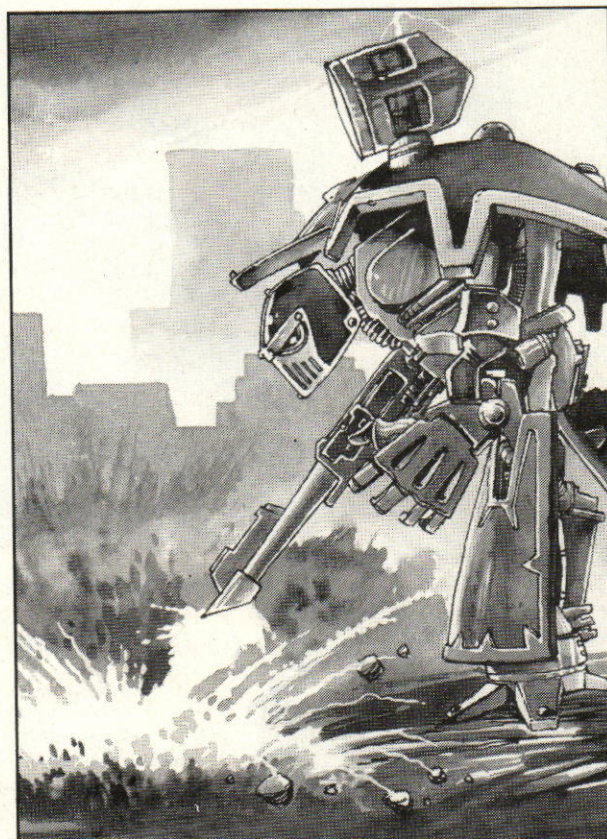
The Titan's other weapons may fire normally while it is making a crater. The Titan may not use any other weapons on the same location as the Very Heavy Weapon being used to make a crater.

Note that fire from Very Heavy Weapons which is directed against enemy models will *not* produce a crater. A Titan which is deliberately making a crater is pumping a steady volley of shots into the ground at the same point, rather than trying to hit the enemy.

REACTOR MELTDOWN

The violent meltdown from a destroyed plasma reactor causes appalling damage to anything nearby, and leaves a seething, plasma-filled crater in its wake.

When a Titan is destroyed as a result of *Catastrophic Damage* to its plasma reactor, remove the Titan model from the table and replace it with a size 3 *lava* crater.



Warlord Titan creating a crater with its defence laser



CHAIN FIST!

ADVANCED CLOSE COMBAT FOR TITANS

by Jervis Johnson

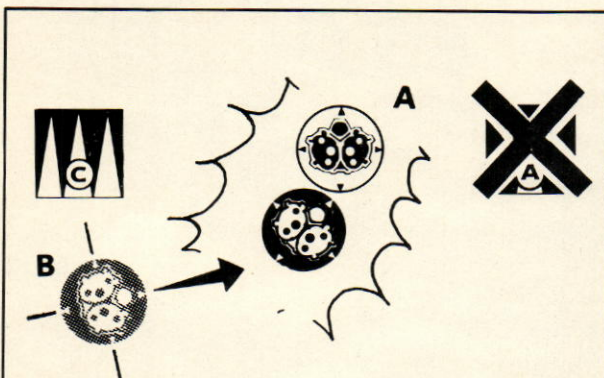
The *Adeptus Titanicus* rulebook allows a Titan two basic close combat options: it can stand and fight, or it can attempt to leave close combat. In this article, we present an easy-to-use system of advanced close combat rules, with more options and greater detail.

Close combat is a great equaliser in Titan battles. Differences of armament and equipment become irrelevant. Victory lies with the best crew rather than the biggest guns.

- de Bellis Titanicis, attributed to Haran Jaxx

ENTERING CLOSE COMBAT

The rules for entering close combat are unchanged, except that a Titan may *not* turn in place when another Titan moves into base-to-base contact with it, even if it has not yet moved.



Titan B moves as shown, and must stop as soon as it comes into contact with Titan A. Titan A loses its move, and may not turn in place.

SEQUENCE OF CLOSE COMBAT

Titans engaged in close combat may only attack in the *close combat segment* of the combat phase.

Listed below are seven *close combat options*. At the start of the *close combat segment*, each player chooses *one* option for each of his Titans that is engaged in close combat - just like choosing orders in the *order phase* of the turn.

Close combats are then dealt with one at a time. Players reveal the options they have chosen for each Titan involved in a particular close combat. This will determine which Titans can attack with which weapons, and in what order. Note that attacks in the *close combat segment* are no longer assumed to happen simultaneously.

CHOOSING COMBAT OPTIONS

The *Close Combat Option Cards* give you all the necessary information about each option. Photocopy the page and glue it to a sheet of thin card before cutting the individual cards out.

Each player should have one complete set of cards. When you choose your Titan's close combat option, choose a card secretly. When both players have chosen the Titan's option, they reveal their cards and the options are compared to find out who will attack first and which weapons (if any) either Titan may use. If there are several separate close combats taking place during the same turn, the First Player may decide in what order they are resolved.

Fear the iron first for its grip is Death.

- Grand Mater Ferromort, Ordo Sinister.

CLOSE COMBAT OPTIONS

All-out Attack: The Titan hurls itself at its opponent, attacking by every available means and throwing defence to the winds. It may attack once with each Close Combat Weapon; it may *also* make *two* Improvised Attacks. The Titan will generally get to attack first, but leaves itself vulnerable to any counter-attacks the opponent may make. This option is particularly devastating if the opponent is attempting to *disengage* or is damaged and unable to attack.

Attack: This is a more measured attack. While it is not as deadly and an *All-out Attack*, the Titan is less likely to be caught flat-footed by a counter-attack.

Defend: The Titan concentrates on parrying any attacks on it. This generally means that the Titan will attack second, but makes it much more difficult for opponents to hit with any Close Combat Weapons.

Side-step: This is a defensive option which is very effective if the opponent has chosen an *All-out Attack*. It also allows the Titan to turn up to 45° *before* it makes any attacks.

Step Back: The Titan takes a step or two back, in order to be able to fire its ranged weapons. This is a sensible choice for Titans with damaged close combat weapons, or no close combat weapons at all, or with a large number of ranged weapons. It also allows the Titan to turn up to 45° *before* it makes any attacks.

Turn Around: This option will usually only be chosen by Titans that have been blind-sided by an opponent. The Titan may make as many turns as it is permitted with *Advance* orders. It turns in place, and does not move.

Disengage: This option allows the Titan to move away from its opponent, and leave close combat. Disengaging can be risky, especially if your opponent chooses *All-out Attack* or *Attack* options.

RESTRICTIONS

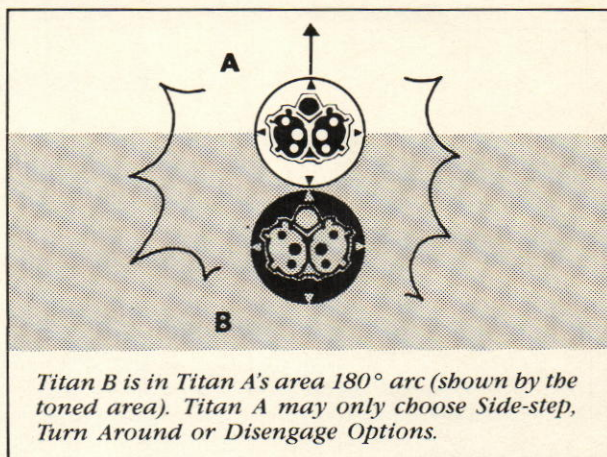
In some circumstances, a player may not be able to choose certain options:

Reactor Damaged: Titans with a damaged reactor may not choose any options; they may neither move nor attack. See *Attacking Opponents Without a Combat Option* below.

MIUs Damaged: Roll 1D6 for each Titan with damaged MIUs: 1-3 = may not choose an option, may neither move nor attack; 4-6 = may choose an option.

Legs Damaged: Titans with damaged legs may *not* choose *Side-step* or *Disengage* options.

Blind-sided: A Titan whose opponent (or *primary target* if outnumbered - see *Multiple Combats* below) is in its rear 180° arc may only choose *Side-step*, *Turn Around* or *Disengage* options.



Traitor Titans attacking a squad of Ultramarines

USING CLOSE COMBAT OPTION CARDS

In the *Adeptus Titanicus* rulebook, close combat attacks are always simultaneous. These rules change that; according to the combat options either side chooses, you can attack before or after your opponent attacks. You can still attack simultaneously, under some circumstances.

Each combat option card has a list of results, according to the option chosen by your opponent. When combat options are revealed, look up your opponent's option to find out whether you attack first or second, and which weapons you may use. You may *only* use the weapons listed for the combination of options; in this context, the phrase *Close Combat Weapons* includes Improvised Attacks. Also listed on the card are any special rules that apply.

OPPONENTS WITHOUT A COMBAT OPTION

If your opponent is unable to choose a combat option card due to damage, you do not choose a card yourself. Instead, you may choose to do *one* of the following:

- Attack with Close Combat Weapons
- Attack with Ranged Weapons
- Turn Around
- Disengage

All weapons *automatically* hit if you decide to attack.

MULTIPLE COMBATS

If more than two Titans are involved in a close combat, you can make enough copies of the combat option cards for each Titan if you wish, or simply write each Titan's close combat option on a piece of scrap paper.

A Titan engaged in close combat with multiple opponents must choose one opponent as its *primary target*. This is declared after close combat options are chosen, but before they are revealed. All of the remaining opponents are *secondary attackers*. The primary target must *always* be an operating Titan, in preference to a Titan which is not able to choose close combat options for any reason.

Compare the options chosen by the outnumbered Titan with that of its primary target to determine who will attack first, as normal. *All* of the Titan's attacks must be directed at the primary target.

Then compare options with any secondary attackers, to see if they make their attacks before or after the outnumbered Titan makes its attack on the primary target. When you are dealing with multiple close combats involving large numbers of Titans, you may find it useful to make a note of the order in which attacks are made. The attacks are then dealt with in sequence.

TARGET PRIORITY

A Titan in close combat must concentrate all available attacks on its close combat opponent.

WEAPON ARCS

The normal weapon arc rules apply in close combat - you can't use a weapon that which can't be brought to bear on the target. Note that Titans that have chosen the *Side-step* and *Step Back* options may make one 45° turn immediately before they attack. Titans that have chosen the *Turn Around* or *Disengage* options may turn, but not attack.

TO HIT MODIFIERS

The only *to hit* modifiers that are used are those listed on the combat option cards chosen by each player, and those listed on the *Close Combat Modifiers Table*. No other modifiers apply.

CLOSE COMBAT MODIFIERS TABLE

Close Combat Weapons

Attacker is an Eldar Titan	+1
Attacker has the <i>Close Combat</i>	
<i>Attack</i> skill	1
Battle Titan attacking Scout Titan	+1
Scout Titan attacking Battle Titan	-1
Defender has Eldar Defensive Screens	-1
Defender has the <i>Close Combat</i>	
<i>Defence</i> skill	-1

Ranged Weapons

Attacker has the <i>Accuracy</i> skill	+1
Defender has Eldar Defensive Screens	-1

VOID SHIELDS

All attacks take place inside the target's Void Shields and cause real damage, unless the combat option card says otherwise.

RANGED WEAPONS

Ranged weapons may now be used in close combat, depending on the combat options chosen by either side. If the close combat card allows the used of ranged weapons, the Titan may attack with any that can be brought to bear on the target.

In the *Adeptus Titanicus* rulebook, Titans entering close combat may fire ranged weapons in the normal segment, according to their orders. This is no longer the case.

Titans with *First Fire* orders may still *Snap Fire* during the *movement phase*, but such attacks will take place outside the opponent's Void Shields, and a Titan which has *Snap Fired* may not attack with ranged weapons in the *close combat segment*.

BURST CIRCLES

When a ranged weapon with a *Burst Circle* - marked (B) on the *Weapons Table* in the *Adeptus Titanicus* rulebook - is used in close combat, it will affect the firer as well as the target. Roll to hit the target as normal, and then roll to hit the firer, with a -1 penalty to hit.

When a weapon with a burst circle is used in a multiple close combat, roll to hit the primary target normally, and then roll at -1 to hit the firer. Also, roll at -1 to hit anything which is in base-to-base contact with the target. Make a separate roll to hit each eligible target.

CLOSE COMBAT WEAPONS

If the close combat option card allows the use of Close Combat Weapons, the Titan may attack with any that can be brought to bear on the target. Rolls to hit and damage are as given in the *Close Combat Weapons Table* in the *Adeptus Titanicus* rulebook.



Traitor Warlord Titan fires on an Imperial Warlord as it moves into close combat

IMPROVISED ATTACKS

If a Titan can attack with Close Combat Weapons, it is also allowed to make one or two Improvised Attacks - kicks, body-slams and the like. Titans with the *All-out Attack* option may make *two* Improvised Attacks in addition to using Close Combat Weapons; others may make one. Improvised Attacks have the same fire arc as carapace-mounted weapons.

FIRING INTO CLOSE COMBAT

The rules for firing into close combat are unchanged.

LEAVING CLOSE COMBAT

The only way a Titan can leave close combat is by choosing the *Disengage* combat option. Titans that choose to disengage may not attack. After resolving any attacks by the opponent, the disengaging Titan makes a normal *Charge* move, including turns as appropriate for its level of manoeuvrability. It must end the move out of base-to-base contact with its opponent, and may not move into base-to-base contact with *any* enemy units - not even vehicles or infantry. The *Disengage* option applies specifically to Titans getting out of contact with enemy forces, and may not be used simply to switch targets.

Titans with damaged reactors or legs may *not* disengage, because they lack either the power or the mobility to do so. Titans with damaged MIUs have a chance of being able to disengage, if the MIUs will hold together just enough. They must roll a 4 or more on a D6 before moving in order to disengage; if they fail the roll, they stay in place and may not make any attacks in that turn.

CLOSE COMBAT OPTION CARDS

Photocopy the *Close Combat Option Cards*, glue them to thin card and then cut them out.

Make sure that you photocopy all seven cards, and that each player has a complete set. If you often fight multiple close combats, it is a good idea to make several sets of cards. Otherwise, simply note down the Titan's options on a piece of scrap paper.

ALL-OUT ATTACK

Opponent's Choice	Order of Attack	Weapon Selection	Notes
All-out Attack	Simultaneous	Close Combat	
Attack	Attack First	Close Combat	
Defend	Attack First	Close Combat	
Side-step	May Not Attack	May Not Attack	
Step Back	Attack First	Close Combat	
Turn Around	Attack First	Close Combat	1
Disengage	Attack First	Close Combat	2

Special Rules

You may make *two* Improvised Attacks, and add +1 to the number of critical hits you inflict with any Close Combat Weapons or Improvised Attacks. All opponents attack you at +1 to hit with Close Combat Weapons and Improvised Attacks.

Notes

1. You attack before your opponent can turn. If you are in your opponent's rear 180° arc, you gain +1 to hit.
2. You catch your opponent as he attempts to turn around. All of your attacks *automatically* hit.

ATTACK

Opponents Choice	Order of Attack	Weapon Selection	Notes
All-out Attack	Attack Second	Close Combat	
Attack	Simultaneous	Close Combat	
Defend	Attack First	Close Combat	
Side-step	Attack First	Close Combat	
Step Back	Attack First	Ranged Weapons	
Turn Around	Attack First	Close Combat	1
Disengage	Attack First	Ranged Weapons	2

Special Rules

None.

Notes

1. You attack before your opponent can turn. If you are in your opponent's rear 180° arc, you gain +1 to hit.
2. You are able to fire your ranged weapons before your opponent has got too far away. All your attacks take place inside your opponent's Void Shields, and receive a +1 modifier to hit.

STEP BACK

Opponent's Choice	Order of Attack	Weapon Selection	Notes
All-out Attack	Attack Second	Close Combat	
Attack	Attack Second	Ranged Weapons	
Defend	Attack First	Ranged Weapons	
Side-step	Attack First	Ranged Weapons	
Step Back	Simultaneous	Ranged Weapons	
Turn Around	Attack Second	Ranged Weapons	1
Disengage	Attack First	Ranged Weapons	2

Special Rules

None.

Notes

1. Your opponent is allowed to turn *before* you can attack. If you are still in their rear 180° arc you gain +1 to hit with all your attacks.
2. Your opponent is able to get some way away before you fire, and all your attacks take place *outside* your opponent's Void Shields.

DEFEND

Opponent's Choice	Order of Attack	Weapon Selection	Notes
All-out Attack	Attack Second	Close Combat	
Attack	Attack Second	Close Combat	
Defend	Simultaneous	Close Combat	
Side-step	Attack Second	Close Combat	
Step Back	Attack Second	Ranged Weapons	
Turn Around	Attack Second	Close Combat	1
Disengage	Attack First	Ranged Weapons	2

Special Rules

All opponents using Close Combat Weapons and Improvised Attacks receive a -2 modifier to hit.

Notes

1. Your opponent is allowed to turn *before* you can attack. If you are still in your opponent's rear 180° arc you gain +1 to hit with all your attacks.
2. Your opponent is able to get some way away before you fire, and all your attacks take place *outside* your opponent's Void Shields.

TURN AROUND

Opponent's Choice	Order of Move	Weapon Selection	Notes
All-out Attack	Move Second	May Not Attack	
Attack	Move Second	May Not Attack	
Defend	Move First	May Not Attack	
Side-step	Move First	May Not Attack	
Step Back	Move First	May Not Attack	
Turn Around	See Notes	May Not Attack	1
Disengage	Move Second	May Not Attack	2

Special Rules

You may make as many 45° turns as if you had *Advance* orders, but you may *not* attack.

Notes

1. Both players roll a D6. Reroll any ties. The player with the lower score must move first.
2. Your opponent must make his disengaging move *before* you turn around.

SIDE-STEP

Opponent's Choice	Order of Attack	Weapon Selection	Notes
All-out Attack	Attack First	Close Combat	
Attack	Attack Second	Close Combat	
Defend	Attack First	Close Combat	
Side-step	Simultaneous	Close Combat	
Step Back	Attack Second	Ranged Weapons	
Turn Around	Attack Second	Close Combat	1
Disengage	Attack First	Ranged Weapons	2

Special Rules

You may make *one* 45° turn immediately before you attack.

Notes

1. Your opponent is allowed to turn *before* you can attack. If you are still in your opponent's rear 180° arc you gain +1 to hit with all your attacks.
2. Your opponent is able to get some way away before you fire, and all your attacks take place *outside* your opponent's Void Shields.

DISENGAGE

Opponent's Choice	Order of Move	Weapon Selection	Notes
All-out Attack	Move Second	May Not Attack	
Attack	Move Second	May Not Attack	
Defend	Move Second	May Not Attack	
Side-step	Move Second	May Not Attack	
Step Back	Move Second	May Not Attack	
Turn Around	Move First	May Not Attack	
Disengage	See Notes	May Not Attack	1

Special Rules

You may only leave close combat by using this option. You may make a normal *Charge* move, including as many turns as you are allowed. You may not finish the move in base-to-base contact with *any* enemy model.

You may *not* disengage if you have damaged *legs* or *reactor*. If you have damaged MIUs you must roll 4+ on a D6 in order to disengage. If you fail the roll you stay in place and may not attack.

Notes

1. Both players roll a D6. Reroll any ties. The player with the lower score must move first.



ELDAR

by JERVIS JOHNSON and GRAEME DAVIS

Humanity is not the only race to have developed Titans. The Eldar *Caurifelliann* ('giant, long-striding warriors') are different in many respects from the Titans used by the Imperium and the Traitors of Horus, but have an identical battlefield function, broadly similar armament and a similar humanoid structure.

There are numerous reports of Eldar Titan forces being involved in the wars of the Horus Heresy, normally arriving

unannounced to take the side of the Loyalists. It seems that they fought against Chaos rather than for the Imperium, since in the absence of Traitor forces they would quite happily engage the *Divisio Militaris* in combat.

One of the most common classes of Eldar Titan has the Imperial designation Phantom Class, a corruption of its Eldar class name *Finnaidann* ('swift warrior'). Common Phantom Class variants include Spectre, Wraith and Shade.

A cluster of blue icons appeared on the holo. Blue for unidentified. Brannon snapped the comm open.

"*Praebete aures*, Hornet Group, this is Leader. These could be our Traitors. Odd numbers will proceed left around the buildings. Even numbers will follow me to the crest of the hill. Await my order to fire. Acknowledge."

The white icons representing the rest of the Fire Wasps force flashed gold once, and the formation split with parade-ground precision.

Half of Hornet Group followed Brannon's *Nemesis* to the crest of the hill, spread out in arrowhead formation.

"Moderati will prepare their weapons."

"Macro-cannon ready."

"Plasma gun ready."

"Las-cannon ready."

"Chain fist ready."

"*Iyanden is ready.*"

Brannon punched the comm button angrily.

"Who said...?" At that moment, his *Nemesis* crested the hill. On the plain below, a force of Eldar was waiting. There were three slim, deadly-looking Eldar Titans; dreadnoughts, infinity-circuit robots and war walkers stood at their feet, while a small group of jet bikes hovered by the shoulder of the lead Titan. To the rear, Brannon could just make out a detachment of mobile field artillery. Even as Brannon took in the size of the Eldar force, the strangely-accented voice sounded again.

"*Iyanden is gladdened, friend Hornet.*" Something about the languid tone irritated Brannon, and he tried to keep his voice level as he replied.

"This is Hornet Leader. What is your purpose here, *Iyanden*?"

"*Our purpose is not incompatible with your own, friend Hornet. We, too, seek those whom you call Traitors.*"

"This is Imperial business, *Iyanden.*" Brannon replied through clenched teeth. "We have not been informed of any treaty of co-operation."

"*There is none.*" Brannon was sure he heard a hint of supercilious mockery in the Eldar's tone. "*Our business is not with your Imperium, either as friends or as enemies. We seek those whom we seek for reasons of our own.*"

"*Iyanden.*" Brannon's tone was stiff with formality and irritation. "Be informed that this planet is within Imperial jurisdiction, and that your presence here constitutes a technical invasion. If necessary, we stand ready to..."

"*To weaken both our forces? Such a thing would gladden those you call Traitors, who, by the way, are approaching. You will pardon us for the present, although we shall be happy to continue this discussion in a short time.*"

The Eldar force had already begun to move off, and the lead Titan raised its power fist in a casual wave as it turned. Almost at the same time, a thick spread of red Traitor icons appeared at the edge of Brannon's holo-display.

"Hornet Group, this is Leader. *Pugna incepta.* All Titans will move to engage the Traitors. Treat the Eldar as non-hostile, but be on your guard. Those decadents are capable of anything."

As he led Hornet Group toward the Traitors he recited the Fire Wasps' Litany of Combat silently, summoning his faith in the Emperor to overcome his resentment of the Eldar's high-handed attitude and clear his mind for the coming battle.

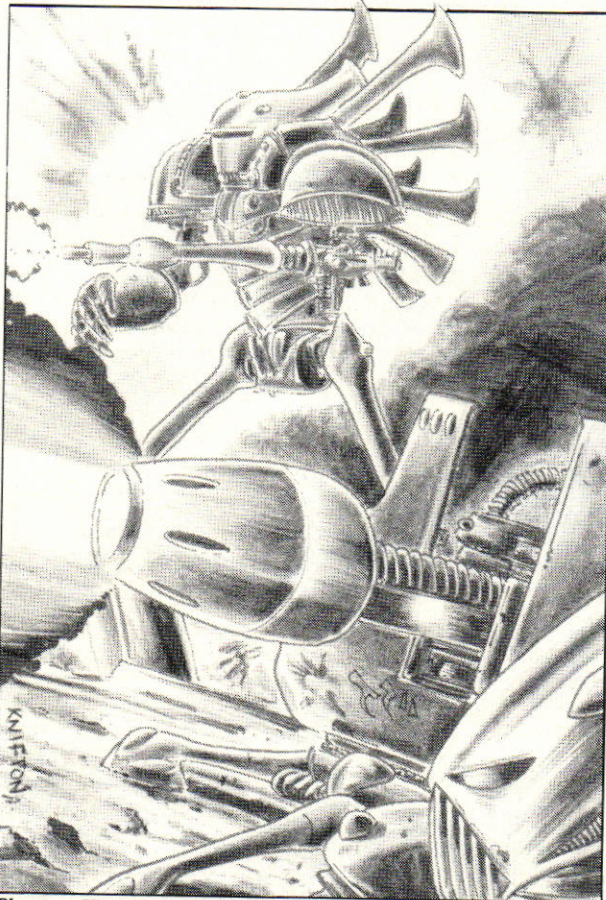
ELDAR TITANS

Most Eldar craft-worlds have their own Titan forces whose crews work together with an Infinity Circuit.

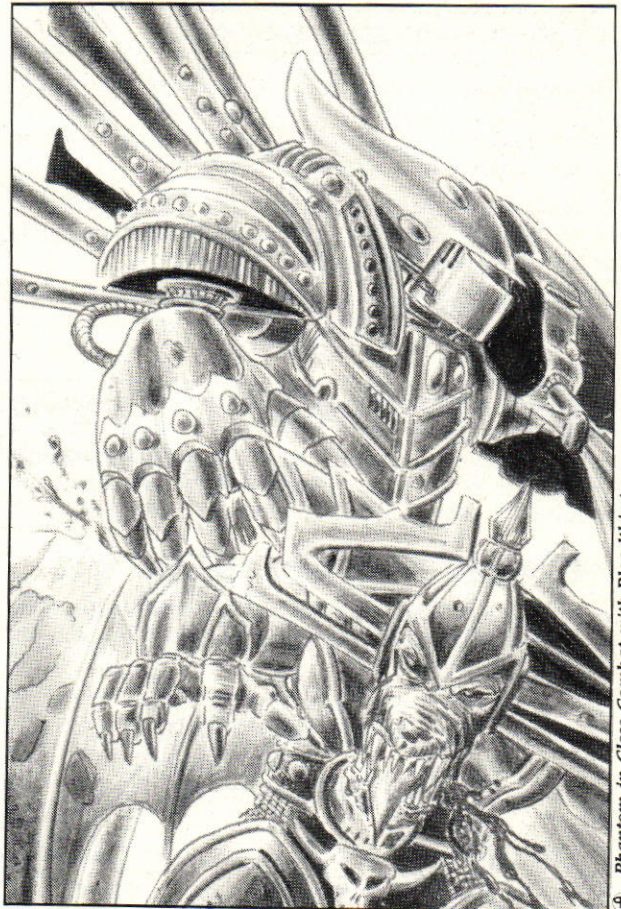
The Infinity Circuit is used in many forms by the Eldar, where other races would use computers and similar devices. Each Infinity Circuit is imprinted with the character and memories of a living Eldar through the process of 'soul-grafting' (*Faileanam*). The Eldar's body is left as a mindless husk, but his thoughts live on in the Infinity Circuit. Soul-grafting is seen as the ultimate sacrifice that an Eldar can make for his people, and the ancestors and relatives who live on within Infinity Circuits are treated with great respect. They are revered and marked by the title of *Tuisich-Novasmair*, which Imperial sources normally translate as *Lord-Phoenix*.

The Infinity Circuit of an Eldar Titan is normally mounted in the centre of the crew compartment, and takes the form of a large and intricately faceted piece of *carrecenad*, the 'soul-stone' which forms the basis of Infinity Circuit technology. Unlike their Human counterparts, the crew of an Eldar Titan is not physically connected to the machine; smaller chips of stone set in headbands allow the crew to meld psychically with the Infinity Circuit and the highly-sophisticated Mind Impulse Units it controls.

Frequently the crew are blood relatives, the descendants of the Eldar whose consciousness is preserved in the Infinity Circuit, and a craft-world's Titan crews are drawn from a limited number of 'Titan Clans' (*Fir Caurifel*) who have served in this capacity for generations.



Phantom Titan and Field Artillery



Phantom in Close Combat with Bloodbrister

The relationship between the living crew and the Infinity Circuit in an Eldar Titan is different from the relationship between the *Princeps* and *Moderati* of Imperial Titans; they join with the Infinity Circuit to form a single composite 'mind' for the Titan, allowing it to handle multiple thoughts and actions at the same time.

The links between the crew and the Infinity Circuit are intimate and all-sharing; they know each other totally, and are marked by their ability to finish each other's sentences and thoughts out loud. In any other Eldar, this would be unthinkable presumption, but Titan crews are known for the closeness they develop and the eccentricities that arise from it.

THE PHANTOM CLASS ELDAR TITAN

Phantom Class Eldar Titans use much of the technology of the Eldar and, as might be expected, do not follow Imperial design practices.

The Phantom Class does not use Void Shields. Instead, they rely on a system of *defensive screens*, combining Conversion Screens with Holo-fields similar to those used by the Eldar Harlequins. These defensive measures make Phantom Class Titans difficult to hit, rather than giving them the means to soak up incoming fire; compared to Imperial Titans, they are somewhat vulnerable to any attacks that do strike home. When fighting Imperial Titans, Phantoms tend to employ hit-and-run tactics, using their speed and agility to work themselves into an opponent's blind spot where possible.

THE ORDER PHASE

The superior design of Eldar Mind Impulse Units, coupled with the composite mind formed by the crew and Infinity Circuit, makes the Phantom Class a very flexible Titan, able to react quickly to an opponent's actions.

Because of this, when Phantom Class Eldar Titans fight non-Eldar, the non-Eldar forces must choose *and reveal* their orders *before* the Phantoms choose theirs.

The normal rules for orders are used if Phantom Class Eldar Titans fight other Phantoms.

THE MOVEMENT PHASE

Because they are designed with a fast, mobile tactical approach in mind, Phantom Titans behave a little differently to Imperial Titans during the *movement phase*.

EXTREME MANOEUVRABILITY

Phantom Class Titans are *extremely manoeuvrable*. They are allowed to make 45° turns during their move as listed on the table below.

PHANTOM TITAN MANOEUVRABILITY TABLE

Orders	45° Turns/Move
Charge/Evade	4
Advance	6
First Fire	1

EVADING

Because it is extremely manoeuvrable, a Phantom Class Titan may be given *Evade* orders. This is handled in a different way from the Imperial Warhound Class Titan, because the Phantom has the added advantage of its defensive screens. We have provided an *Evade* order counter for you to photocopy and stick onto a spare counter from your *Adeptus Titanicus* set.

A Titan which is evading is assumed to be moving flat out, as if charging. It is twisting, ducking and zigzagging as it goes, to avoid enemy fire, so it does not move as far as if it were charging in a straight line.

A Titan may *not* be given *Evade* orders if:

- it is not *extremely manoeuvrable*;
- its legs are damaged;
- it may not move for any reason.

An evading Titan moves in the *charge segment* (segment 1) of the *movement phase*. It may move up to its *advance* distance, but turns as if it had *Charge* orders. For example, a Shade variant with *Evade* orders may move up to 10 cm and make up to four 45° turns.

An evading Titan fires in the *charge segment* (segment 3) of the *combat phase*. It suffers a -1 modifier to hit.

THE REPAIR PHASE

Co-ordinated by the shared consciousness of crew and Infinity Circuit, Eldar repair systems are highly effective in locating and repairing damage.

All repair rolls on an Eldar Titan receive a +1 modifier.

THE COMBAT PHASE

MAXIMUM TO HIT

The *Rule of One and Six* from the basic game rules is not used if Phantom Class Eldar Titans are being employed in a game. Instead, the *Maximum to Hit* rule is used. No matter what happens, a roll of 1 is *always* a miss. If you require a score of 7 or more to hit, roll to hit as normal. If you score a 6, roll again (this second roll is *never* modified by *anything*), and consult the following chart:

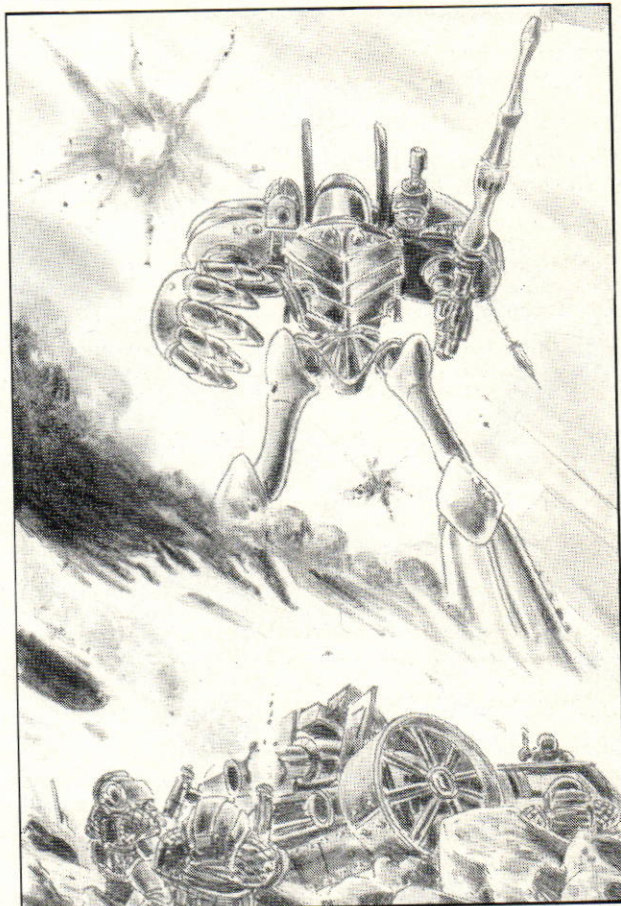
Score Needed To Hit	7	8	9+
Roll required:	4+	5+	6

So, for example, if you need a score of 7 to hit, you need to roll a 6 followed by a 4, 5 or 6.

DEFENSIVE SCREENS

Phantom Class Titans do not use Void Shields; instead, they are equipped with *defensive screens*, which are a combination of Conversion Screens and Holo-fields similar to those used by the dreaded Eldar Harlequins. Where the Titans of the Imperium depend on Void Shields to soak up the energy of successful hits, the Phantom Class uses its defensive screens to avoid being hit; when a successful hit is scored, however, it is generally damaging.

When a Titan equipped with defensive screens moves, the Holo-field refracts and dissipates reflected light, so that the Titan seems to explode into a storm of tiny multicoloured shards. The faster the Titan moves, the more scattered its image becomes, and when it stops moving, the shards seem to coalesce into a solid shape.



Phantom Titan looming over Squats

In addition to the normal modifiers to hit arising from the firer's orders, units firing on an Eldar Titan which is equipped with defensive screens suffer modifiers to hit according to the Eldar Titan's orders for the turn. These are given on the *Defensive Screen Modifiers* table below.

The Phantom Titan model has a base with a numbered wheel, like the Void Shield Wheel of Warlord and Reaver Class Imperial Titans. The wheel on a Phantom's base is called the *Defensive Modifier Wheel*, and is used to keep track of modifiers to hit arising from its orders. At the start of the game, set the wheel at '0'. When the Phantom's orders are revealed, move the wheel up or down by the amount indicated on the *Modifier Increment* column of the *Defensive Screen Modifiers* table, to display the modifier to hit for incoming fire that turn. Note that this modifier may never be more than the *Modifier Maximum* given on the table (-3 for *Evade* orders, -1 for *First Fire* and -2 for all other orders), and may never be less than zero.

Defensive screens may not be damaged, only destroyed. When a Phantom Class Eldar Titan's defensive screens are destroyed, turn the Defensive Modifier Wheel so that the red dot is displayed. The Phantom no longer gains any defensive modifiers, and its opponents' rolls to hit are modified only by cover and by their own orders.

DEFENSIVE SCREEN MODIFIERS		
Orders	Modifier Increment	Modifier Maximum
Evade	-2	-3
Charge	-1	-2
Advance	0	-2
First Fire	+1	-2
Damage Control	+2	-1

EXAMPLE - DEFENSIVE SCREENS

It is the first turn of the game. A Warlord Titan is firing on a Phantom Class Eldar Titan.

The Warlord reveals *Advance* orders, giving it no modifier to hit. The Phantom chooses *Charge* orders, so the player moves its Defensive Modifier Wheel to display the number 1. The Warlord has a -1 modifier to hit (0 for its own orders, -1 for the Phantom's orders).

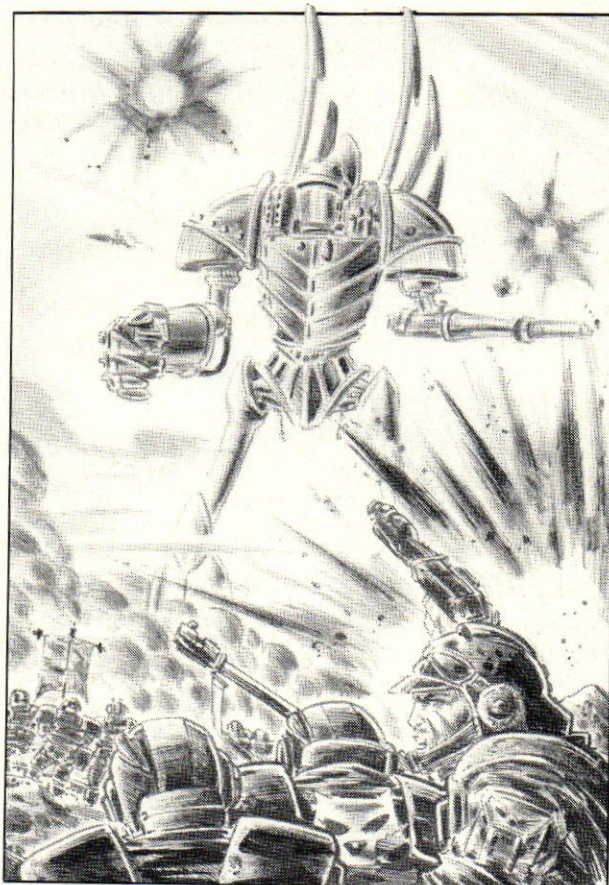
In the next turn, the Warlord reveals *First Fire* orders, giving it a +1 modifier to hit. The Phantom chooses *Evade* orders, and moves its Defensive Modifier Wheel 2 places, to display the number 3, indicating a -3 modifier to the Warlord's roll to hit. The Warlord has a total modifier to hit of 2 (+1 for its *First Fire* orders, -3 for the Phantom's orders).

Turn 3, and the Warlord decides to *Advance*, giving it no modifier to hit. The Phantom chooses *Advance* orders too. *Advance* orders have a modifier maximum of 2, so the Phantom's Defensive Modifier Wheel is moved down to 2. Its six turns allow it to weave into cover between some buildings and turn to fire. Thus, the Warlord's modifier to hit for this turn is -3 (-1 for cover and -2 for the Phantom's orders).

WING-MOUNTED WEAPONS

The shoulder wings on Phantom Class Eldar Titans are used as weapon mounts. Wing-mounted weapons have the same arc of fire as carapace-mounted weapons on an Imperial Titan.

If a hit strikes a wing which has already been destroyed, the hit is applied to the body instead.



Phantom Class Titan confronts rebel Guardsmen

DAMAGE

When a Phantom Class Eldar Titan is hit by incoming fire, roll for the level of damage as normal, but use the following hit location and body damage tables:

PHANTOM CLASS TITAN HIT LOCATION TABLE

D6	Location
1	Left Arm
2	Right Arm
3	Wing (Roll again; 1-3 = Left, 4-6 = Right)
4-5	Body
6	Legs

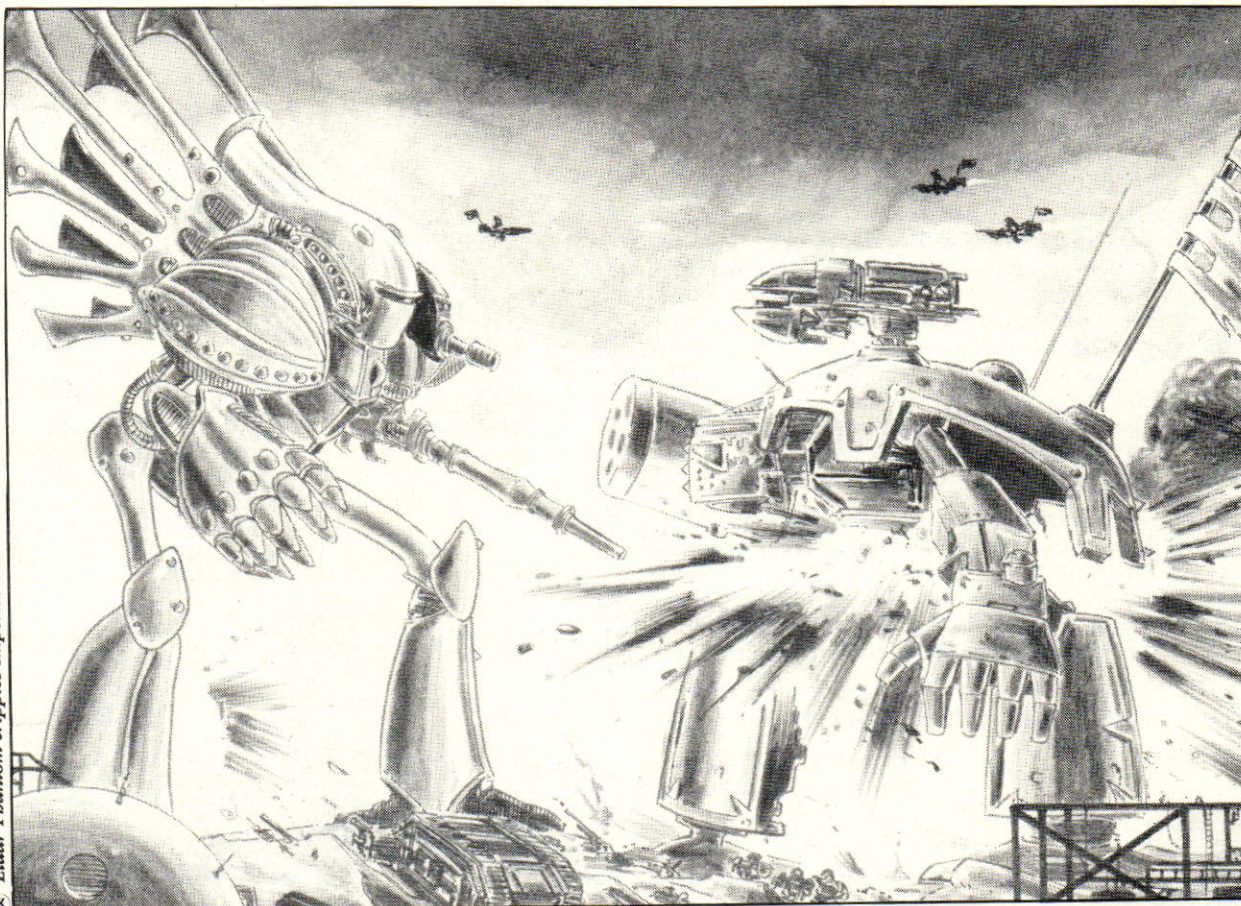
PHANTOM CLASS TITAN BODY DAMAGE TABLE

D6	Location Hit
1-3	Defensive Screens Destroyed
4-5	Mind Impulse Units Damaged
6	Reactor Damaged

CLOSE COMBAT

Because of their agility and fast reactions, Phantom Class Eldar Titans receive a +1 modifier to hit when attacking a non-Eldar Titan with close combat weapons.

When a Phantom Class Titan is engaged in close combat, its defensive bonus becomes -1 for the duration of the close combat, and the Defensive Modifier Wheel should be moved to display the number 1.



NEW EQUIPMENT

PULSE LASER

The Pulse Laser, or Pulsar, is used almost exclusively by Eldar Titans. It is only available to other races when it can be salvaged from the battlefield.

The Pulse Laser is a *Very Heavy Weapon*. It fires a burst of rapid laser pulses. Roll to hit once; a successful roll to hit means that the target has been caught by a burst. Roll a D6 to see how many times the target has been hit. Separate damage level and hit location rolls are made for each damaging hit.

For example, a Pulse Laser hits an Imperial Titan with 3 Void Shields. The Eldar player rolls a D6 and gets a 5; the Pulse Laser has caused 5 hits. The first three hits knock down the Imperial Titan's Void Shields, while the remaining two hits inflict damage on the target, which is resolved in the normal way.

The Pulse Laser counts as 3 barrels, takes up 3 *hard points* and costs 40 points.

Pulse Lasers may only be purchased for Eldar Titans.

You ask me what my Order needs? I will tell you. Give me the Pulse Lasers of the Eldar to mount on my Warlords.

- attributed to Grand Master Roger Evars, shortly before his replacement as the head of the Nova Guard order of the Divisio Militaris

PULSE LASER VS VEHICLES

When firing on vehicles, Pulse Lasers offer two options:

- fire on a single vehicle, rolling once to hit and rolling a D6 to determine how many shots from the volley hit the vehicle;
- place the transparent 6cm burst circle where desired within the weapon's range and fire arc, and roll to hit each vehicle covered by the burst circle. Each vehicle may only be hit *once*.

PULSE LASER VS INFANTRY

When a Pulse Laser fires on an infantry target, place the transparent burst circle where desired within the weapon's range and fire arc, and roll to hit each infantry stand under the burst circle. Each stand may be hit only *once*.

PULSE LASER VS TITANS AND VEHICLES

Weapon	Range		Roll to Hit		Critical Hit Roll
	Short	Long	Short	Long	
Pulse Laser	30cm	60cm	3+(B*)	5+(B*)	4+

* Burst circle is optional vs vehicle targets.

PULSE LASER VS INFANTRY

Weapon	Range		Roll to Hit		Saving Roll Modifier
	Short	Long	Short	Long	
Pulse Laser	30cm	60cm	5+(B)	6+(B)	-1

USING ELDAR TITANS

During the wars of the Horus Heresy, Eldar Titan forces sometimes assisted Imperial Loyalists against the Traitors; since their own race fell to Chaos from within, they will ally themselves with Humans to prevent the spread of Chaos. They will also fight Traitor Titans without assistance.

A force may be composed entirely of Eldar Titans, or may be a mixed group of Imperial and Eldar Titans. Any of the scenarios in the rulebook may be used with Eldar Titans making up some or all of one side's Battle Rating.

Eldar and Rebel Titans may not be part of the same force.

Make no mistake, Human. We do not fight for your Emperor. We fight against Horus.

- Lord-Phoenix Madallaith, Biel-Tann craft-world

DESIGNING PHANTOM CLASS TITANS

A Phantom Class Eldar Titan has four weapon mounts: Left Arm, Right Arm, Left Wing and Right Wing. Each arm weapon mount can hold four hard points of weapons; each wing mount can hold two hard points of weapons.

Phantom Class Titans do not use Void Shields. They have defensive screens at a cost of 20 points per Titan.

Use the *Phantom Class Movement Rate Table* to determine the Titan's *Advance* and *Charge* movement rates.

Phantom Class Titans have a points multiplier of 6.

PHANTOM CLASS MOVEMENT RATE TABLE

Number of Barrels	Advance Move Rate	Charge Move Rate
1-4	12cms	24cms
5-8	10cms	20cms
9-12	8cms	16cms

Phantom Class Titans are *Extremely Manoeuvrable*.

SUPPORT MISSILES

Phantom Class Titans cannot carry Support Missiles.

DEVICES

Phantom Class Eldar Titans may use any device *except* Cameleoline; the defensive screens negate the effect of Cameleoline if it is fitted.

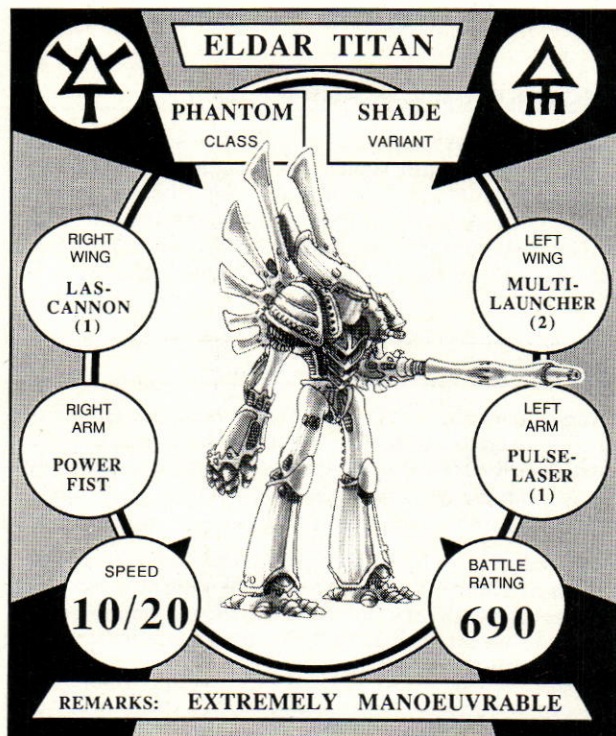
ANTI-PERSONNEL WEAPONS

Shuriken Cannon are the standard Anti-Personnel Weapons mounted on Eldar Titans. Phantom Class Titans carry one head-mounted Shuriken Cannon.

Light Weapon	Range		Roll to hit		Saving Roll Modifier
	Short	Long	Short	Long	
Shuriken Cannon	20cm	40cm	4+	5+	-2

Shuriken Cannon are *Light Weapons*, and may only be used to attack infantry units.

ELDAR TITAN DATA CARDS



ELDAR TITAN

PHANTOM CLASS **SHADE VARIANT**

RIGHT WING: LAS-CANNON (1)

LEFT WING: MULTI-LAUNCHER (2)

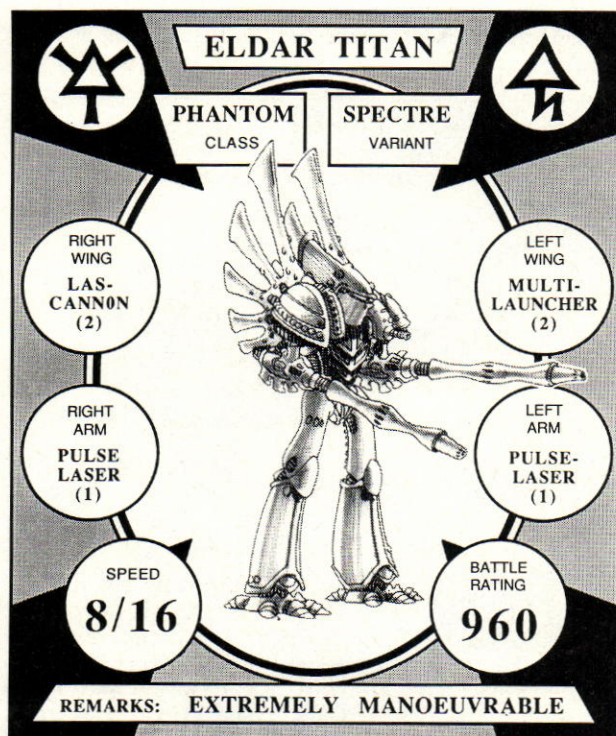
RIGHT ARM: POWER FIST

LEFT ARM: PULSE-LASER (1)

SPEED: **10/20**

BATTLE RATING: **690**

REMARKS: **EXTREMELY MANOEUVRABLE**



ELDAR TITAN

PHANTOM CLASS **SPECTRE VARIANT**

RIGHT WING: LAS-CANNON (2)

LEFT WING: MULTI-LAUNCHER (2)

RIGHT ARM: PULSE-LASER (1)

LEFT ARM: PULSE-LASER (1)

SPEED: **8/16**

BATTLE RATING: **960**

REMARKS: **EXTREMELY MANOEUVRABLE**

ELDAR VEHICLES

Eldar Titans are supported by a range of vehicles and other forces. Data Cards are provided for the most common of these, and these special rules will allow you to include Eldar support vehicles in *Adeptus Titanicus* games.

WALKERS

The *Scurathainn* walkers include machines which the Imperium would classify separately: the *Iarrascurath* ('Questing Warrior') Dreadnought, the *Tannascurath* ('Spirit Warrior') Infinity-Circuit Robot, and the *Offigascurath* ('Striding Warrior') War Walker. Walkers of all types are treated as *Dreadnoughts* for terrain effects and close combat.

DREADNOUGHTS

Eldar Dreadnoughts take the battlefield in mixed detachments of three machines, made up of two War-Cry Class Assault Dreadnoughts and one Banshee Class Support Dreadnought. Both Dreadnoughts are equipped with Jump Packs (see below).

SPIRIT WARRIORS

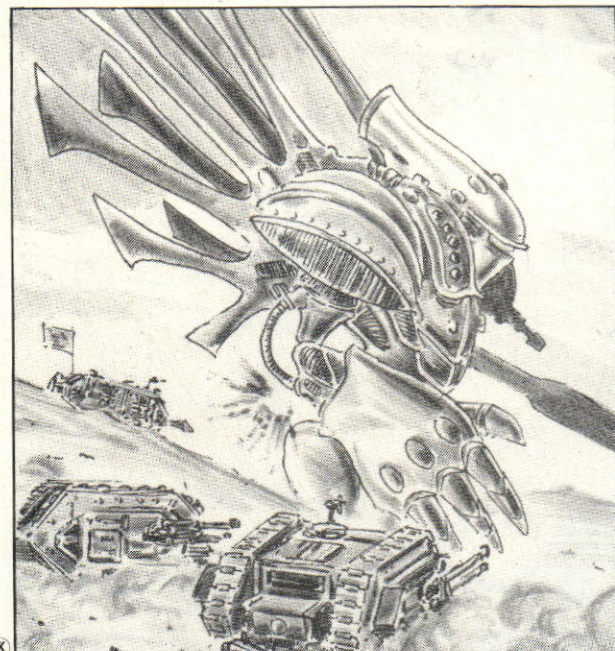
The most common class of Spirit Warrior used with Titans is the Vampire, which fights in detachments of three.

WAR WALKER

With the impressive firepower of its Scatter Laser, the Eldar War Walker is an effective weapon against infantry and light vehicles, and is widely used to support Titans.

JET BIKES

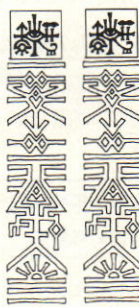
Eldar Jet Bikes fight in detachments of six machines. Jet Bikes with *Charge* orders are assumed to be flying high enough to ignore rough ground and minor obstacles, and may move over *difficult* or *dangerous* terrain without making a *Difficult Terrain Test*. Jet Bikes count as *light vehicles*.



Rebel Land Raiders attack Eldar Phantom



Eldar Titan unit badges. Left: the Fir Lirithion ('Hearts Armoured for Battle') of Iyanden craft world - a red heart amid black thorns. Centre: the Fir Farillecasson ('Watchers over Ancient Wrongs'), of Biel-Tann craft world - black with an orange iris in the eye and a yellow Infinity Circuit icon. Right: the Fir Dinillainn ('Protectors of the Fallen') of Saim-Hann craft world - red with a yellow flare and a black and white yin-yang symbol.



Eldar Titan weapon banners consist of three elements. At the top is the personal badge of the crew, which usually contains elements of the unit badge. Next, a stylised form of the unit badge itself is followed by the Phantom Class pictogram.

Left: Lord-Phoenix Fiallathandirel, Fir Lirithion, Iyanden craft world - black on a cream background, with the heart filled in red. Centre: Lord-Phoenix Galitharion, Fir Farillecasson, Biel-Tann craft world - the personal symbol is black on an orange square, and the rest of the banner is cream on a dark blue background, with the eye on the unit badge filled in orange. Right: Lord-Phoenix Breilassair, Fir Dinillainn, Saim-Hann craft world - the personal symbol is black on a red circle, and the rest of the banner is yellow on black.

These banners can be photocopied and coloured for use with your model Titans.



The icon for the Infinity Circuit is an important part of the heraldry of Eldar Titans, and appears in many variations and stylised forms. Here are three examples - it is usually applied to the 'forehead' of a Titan in a pale colour such as white, cream or yellow.

MOBILE FIELD ARTILLERY

The mobile Las-Cannon is an effective support weapon against vehicles and Titans, and is fielded in detachments of three. An Eldar field artillery stand consists of one artillery piece and two crewmen, mounted on a normal infantry stand. Artillery stands cannot move and fire in the same turn, but otherwise count as *light vehicles*.

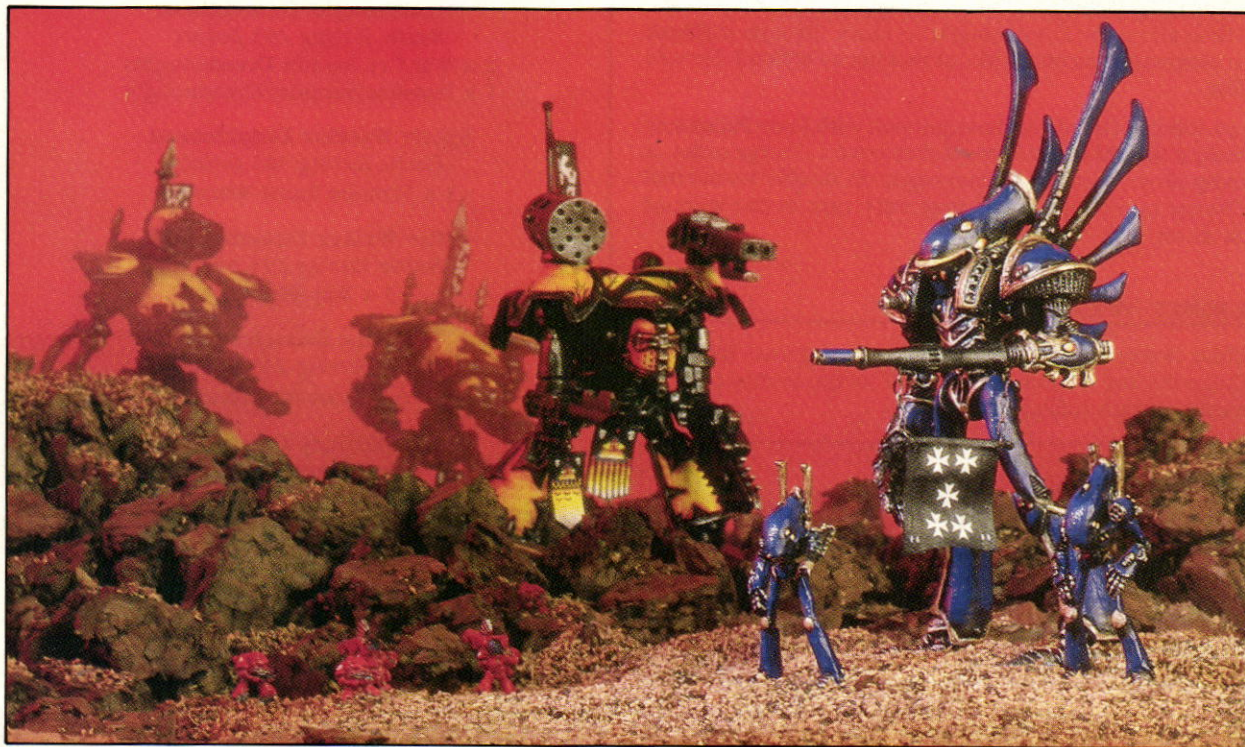
LIGHT VEHICLES

Some Eldar vehicles are listed as *light vehicles*. Their crews are exposed to enemy fire, so that when a light vehicle is attacked, the attacking player may choose whether to treat it as a vehicle *or* as an infantry unit. If a light vehicle is attacked as an infantry unit, it has a *saving roll* of 4+.

For example, an Eldar Jet Bike (a *light vehicle*) is within 18cm of a Marine Support stand. The Marines can attack the Jet Bike with their bolters as if it were an infantry target, or they may attack it with their missile launcher, treating it as a vehicle target.

In close combat, light vehicles are *always* treated as vehicles.

A crucial moment in the Battle of Balthor Sigma. Pursuing fleeing infantry, part of the Eldar force from Lugannath craft world encounters a reserve force of three Titans from the rebel Tiger Eyes Order. The Phantom Class Titan flies the *cuacrussath* banner, presented by Grand Master Traves of the Loyalist Cockatrice Titan Order as a symbol of allegiance in this action. The blue and gold of Lugannath's Iolarion Titan Clan is echoed in the colours of the Dreadnoughts, which come from the related Fallidriion clan.



Titans and Dreadnoughts painted by Tony Cottrell.



Titan painted by Mike McKee, other miniatures painted by Sid, Darren Matthews and Lee Dudley.

The Scouring of Arten's World. An Eldar advance force moves on from the wreckage of a rebel Titan, shortly before the decisive assault on the Beridium Heights. The Phantom Class Titan flies the battle-banner of Lord-Phoenix Fiallathandirel, the most renowned Infinity Circuit in the Titan forces of Iyanden craft world. The banner bears his personal symbol, the symbol of his Lirithion Titan Clan, and the Phantom Class symbol.

EQUIPMENT

DREADNOUGHT JUMP PACKS

Some Eldar Dreadnoughts are equipped with Jump Packs. These allow the Dreadnought to move through *difficult* or *dangerous* terrain without making a *Difficult Terrain Test*.

In addition, Dreadnoughts equipped with Jump Packs may make a special *Jump Move* if they have a *Charge* order. A Jump Move allows a Dreadnought to double its normal *Charge* move rate, but it may only turn at the start of its move.

LIGHT WEAPONS

Eldar forces employ two new *light weapons*: Shuriken Catapults and Scatter Lasers. Both weapons may only be used to attack infantry stands.

Weapon	Range		Roll to Hit		Saving Roll Modifier
	Short	Long	Short	Long	
Vehicle Mounted Shuriken Catapult	-	24cm	-	6+	-1
Scatter Laser	20cm	60cm	3+	4+	-1

ELDAR DETACHMENTS

Common Eldar vehicle detachments are:

Dreadnought Detachment

Battle Rating 195 points

- 2 x War-Cry Assault Dreadnoughts
- 1 x Banshee Support Dreadnought

Spirit Warrior Detachment

Battle Rating 165 points

- 3 x Vampire Spirit Warriors

War Walker Detachment

Battle Rating 195 points

- 3 x War Walkers

Jet Bike Detachment

Battle Rating 210 points

- 6 x Eldar Jet Bikes

Field Artillery Detachment

Battle Rating 120 points

- 3 x Eldar Field Artillery

You may field mixed detachments of Dreadnoughts, Spirit Warriors and War Walkers if you wish. A detachment must consist of between 3 and 10 machines. The Battle Rating of a mixed detachment is calculated by adding up the individual Battle Ratings of the machines which make it up.

In the head of the Phantom, three Eldar reclined on ornate couches, loose-limbed and empty-eyed, twitching occasionally against their straps as their minds moved the great war machine. Each wore a metal headband set with a luminous red stone, shot through with a shifting filigree of black. At the centre of the triangle formed by the three couches, a larger piece of the same stone was set into the cabin floor.

A slight smile appeared simultaneously on three vacant faces as the renegade Humans came into view. It was a huge force. Crowds of infantry scurried like insects by the feet of the lumbering, unlovely Human Titans. The Eye of Horus glared from a dozen banners, proclaiming their allegiance to Chaos.

The first Phantom was already dodging as a battery of weapons came to bear from the Traitors. A hail of plasma and laser fire cut through the whirling, multicoloured shards of disrupted light where the Phantom had been, just as its pulse laser spat a volley of multi-coloured laser bolts. The flare of void shields was followed by an explosion as a Traitor Titan lost a power fist. A second volley of shots smashed into a building as the Phantom ducked behind it.

Another Traitor Titan met its doom as the searing volley of a pulse laser cut its legs from under it, but the second Phantom had stayed still a fraction too long. As its shape coalesced out of the whirling holo-field distortion, a macro-cannon spoke, and the pulse laser was snapped in two like a twig in a hurricane.

The third Phantom was no more than a blur. Its Holo-field defences scattered its image over a wide area as it strode flat out, trying to outflank the Traitor force. A trail of fire followed its disrupted form, but the Traitors could not find their target.

The jet bikes screamed down on the Traitor infantry as the dreadnoughts and artillery opened fire on the foremost of the Traitor Titans. A pair of plasma cannon vanished in a boiling cloud of vapour, and its legs ground to a sparking, sputtering halt.

The Fire Wasps arrived just in time to see a damaged Eldar Phantom charging a Traitor Nemesis. The severed stump of its pulse laser blocked a scything chain-fist as plasma vaporised one of its wings, then its power fist siezed the Nemesis by the barrel of its las-cannon, the Phantom locked one leg behind the Nemesis' knee-joint, and the Traitor Titan toppled and fell.

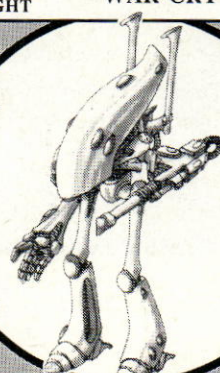
On the Traitors' far flank, a pulse laser volley crashed into the blind side of another Titan, fracturing the reactor vessel at its heart. Plasma boiled skywards, and another Traitor Titan staggered crazily out of the explosion, struck a building and fell.

The Imperial Titans of Hornet Group fell on the Traitors' near flank like a thunderbolt, laying down a holocaust of plasma and laser fire as they advanced.

With the Traitors already weakened by the Eldar, the battle was brief.

ELDAR VEHICLES DATA CARDS

ASSAULT DREADNOUGHT **WAR CRY**



ARMOUR RATING
0

DAMAGE RATING
+1

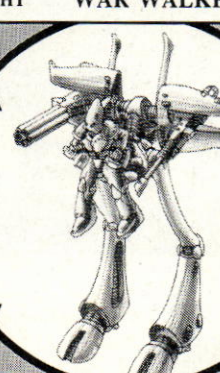
MOVE
5/10

BATTLE RATING
70

WEAPONS
1 x SHURIKEN CATAPULT (right arm)
1 x LAS-CANNON (left arm)

REMARKS: JUMP PACK

DREADNOUGHT **WAR WALKER**



ARMOUR RATING
+1

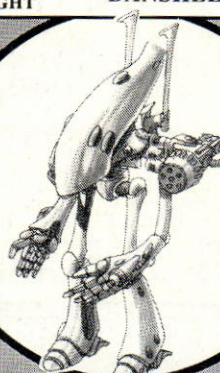
DAMAGE RATING
+2

MOVE
7/14

BATTLE RATING
65

WEAPONS
1 x SCATTER LASER (right arm)
1 x LAS-CANNON (left arm)

SUPPORT DREADNOUGHT **BANSHEE**



ARMOUR RATING
0

DAMAGE RATING
+1

MOVE
5/10

BATTLE RATING
55

WEAPONS
1 x FLAMER (right arm)
1 x FLAMER (left arm)
1 x MISSILE LAUNCHER (left arm)

REMARKS: JUMP PACK

LIGHT VEHICLE **JET BIKE**



ARMOUR RATING
+2

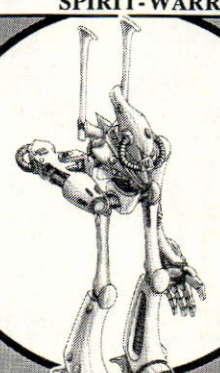
DAMAGE RATING
+2

MOVE
20/60

BATTLE RATING
35

WEAPONS
1 x SHURIKEN CATAPULT (fixed mount -front)

DREADNOUGHT **VAMPIRE SPIRIT-WARRIOR**



ARMOUR RATING
0

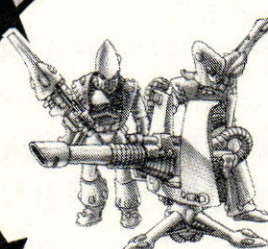
DAMAGE RATING
+2

MOVE
5/10

BATTLE RATING
55

WEAPONS
1 x PLASMA GUN (right arm)
1 x SHURIKEN CATAPULT (left arm)

LIGHT VEHICLE **FIELD ARTILLERY**



ARMOUR RATING
+2

DAMAGE RATING
+2

MOVE
4/8

BATTLE RATING
40

WEAPONS
1 x LAS-CANNON (swivel mount-front)

REMARKS: CANNOT FIRE AND MOVE IN SAME TURN

EVADE ORDER COUNTERS

These counters should be used whenever a Phantom Class Eldar Titan is given *Evade* orders. Photocopy the counters (or cut them out) and glue them onto card or onto spare order counters from *Adeptus Titanicus*.





SPACE MARINE!

RULES FOR INFANTRY IN ADEPTUS TITANICUS

By Jervis Johnson and Mike Brunton

Infantrymen are the basic building block of which an army is formed. They can move into areas that are impassable to vehicles or Titans and, given sufficient numbers and suitable terrain, they are capable of defeating even the mighty Titans themselves.

Infantrymen are organised into *stands*, representing a group of 5 warriors, trained to move and fight as a team.

Each member of a stand is armed with a *basic weapon*, such as a bolter or lasgun, and is usually equipped with some form of armoured protection, such as mesh or powered armour. In addition, an infantry stand may have one or more *support weapons* to provide extra firepower, such as a missile launcher or heavy bolter, as well as grenades to use in close combat.

In the loyalist trenches officers moved down the lines, offering encouragement to their troops. Lasguns were checked for the last time. Armourers counted out grenades, then went to their own places on the firing steps. Behind the officers and the armourers, the commissars moved slowly, their eyes fixed on the faces of their own troops, not on the advancing rebels. The defenders were ready; they had only to hold the line.

Smearred with blood, the rebel dreadnoughts lumbered towards the loyalist positions. The heavier guns began firing, scoring hits on the mechanical targets. Then the smaller weapons joined in, a hail of fire that staggered the rebel advance. The dreadnoughts drew closer. Above the thumping of heavy shells, and the whine of lasguns, there was the sharper crack of commissars' pistols, reminding the faithful of their duty.

The dreadnoughts reached the loyalist lines. They stood in line abreast pouring fire into the trenches, but unable to climb down into the dug-outs. Behind them, the rebel infantry companies poured forward across the broken ground, a wave of shrieking, murderous maniacs. Their grey uniforms were stained with warpaint. Death songs, carried on the burning wind, echoed across the hills.

And beyond them, a second wave was leaving the rebel trenches. Tiny figures, hidden and wreathed in smoke, lurched upright. Banners of red and gold, along with black Horus-eye flags, were unfurled above another traitorous regiment. The second wave was ready.

The first line of rebels swept past the dreadnoughts and dropped into the trenches. The advance dissolved into a hundred smaller combats. No pattern to the battle could be made out as the rebels charged into the trench

system, only the deep red flashes of laser fire and the smoke of grenades marked the progress of each small fight. The separate battles spilled beyond the front line of trenches, joined and then split again. No clear winner was emerging, but the rebels were forcing the loyalists back slowly.

A dreadnought exploded, another toppled slowly into a trench, crushing the men fighting below. It burst, spraying fluid across the dead and dying; it was jammed into the trench, a bridge for the rebels to charge further into the earthworks, and a barrier to anyone moving down the trench itself. Up and down the line the rebels pushed their own dreadnoughts into the trenches. The rebels paused for a moment, and then they were beyond the front line and into the secondary system of communications earthworks and support dug-outs.

The rebel attack had broken the Imperial Guard defenders. The loyalists were fleeing, running down the remaining trenches, or clambering up and across the wasteland between. The few who tried to stem the flow were crushed underfoot. In their panic few of the terrified Guards noticed the Space Marines who stood directly in their path. They could only see the pursuing enemy. What had never been a retreat became a rout.

The Marines could wait no longer to counterattack. The rebels had to be driven from the captured positions before they could consolidate them. The fleeing loyalists dissolved in a new cloud of explosions. The Marines were cutting through their own fleeing troops to reach the enemy.

The rebels' triumph would be short-lived.

INFANTRY DATA CARDS

There are five types of infantry stand: Command, Tactical, Assault, Support and Devastator.

The effectiveness of each type of stand is summarised on a corresponding *Infantry Data Card*, containing the following information:

SPACE MARINE COMMAND STAND	
	BASIC WEAPONS Bolter
	SUPPORT WEAPONS Flamer
	MELEE FACTOR +3
	SAVING THROW 4+
	

Name: The name and type of the stand.

Basic Weapons: The *basic weapon* carried by the stand.

Support Weapons: The number and type of *support weapons* carried by the stand.

Melee Factor: This represents how effective the stand is at melee or close combat. The *higher* the number the better.

Saving Roll: This represents how well protected the stand is. If a stand must make a *saving roll*, you must roll equal to or higher than this number on a D6 (so the *lower* the number the better).

Battle Rating: The cost of the stand in *points*. The higher the **BR**, the more effective the stand.

Remarks: Any special rules that apply to the stand.



WEAPON CLASSES

Two new classes of weapon are added to **Adeptus Titanicus** when infantry stands are used: *small arms* (such as bolters and lasguns) and *light weapons* (such as heavy bolters).

Small arms may *only* be used to attack infantry stands - they will have no effect at all on Titans or vehicles.

The only **light weapon** that can be used to attack vehicles or Titans is the melta-gun. All other light weapons may only be used to attack infantry stands.

DETACHMENTS

Infantry stands must be organised into *detachments* of 3 or more stands. A detachment may not include both infantry and vehicles.

DETACHMENT COMMANDERS

Command Stands contain the officers and commanders that are leading a detachment, and are vital for its effective control.

In the *orders phase* each infantry detachment that has at least one Command Stand may be given an *order counter* which will apply to all stands in the detachment. If an infantry detachment does not have any Command Stands it suffers the penalties of being *out of command*.

BEING OUT OF COMMAND

Stands that are *out of command* may only be given *Fall Back* orders or no orders at all.

FORCE COMMANDERS

Some detachments may include a *Force Commander*. Force Commanders are senior officers in overall command of all the detachments on the tabletop. A Force Commander can be used to allow any one detachment that has lost all of its Command Stands to be given orders as normal. A Force Commander can give orders to a detachment wherever it is, even if it is over the other side of the battlefield. They are thus very useful, and players should attempt to keep them away from the main area of combat if at all possible.

DETACHMENT FORMATIONS

Every stand in an infantry detachment must be within 6cm of at least one other stand in the detachment, and all of the stands must be joined together by a chain of such 6cm links.

Sometimes stands in a detachment will become separated for reasons beyond a player's control, usually due to the destruction of a stand by the enemy. If this happens, the detachment must be given *Advance* orders and must move into an acceptable formation as soon as possible.

Infantry stands may be carried by vehicles, in which case enough vehicles must be provided to carry the entire infantry detachment (ie one detachment of Land Raiders or Rhinos for a normal detachment of six stands, or two detachments for a *Reinforced Detachment* of 12 infantry stands). All the normal formation restrictions apply to infantry being carried by vehicles.

When the Titan walks, only the dead have no fear.
The brave warrior faces his fear and the Titan, and
kills the enemies of the Great Brother-Warrior Horus.
The Titan's steps shake the land beneath our feet,
lightning is in its veins, and the sun is in its heart.
The shadow of the Titan weighs upon our hearts,
yet we fight against it. My knife and my gun-of-light
will conquer, and the Titan's death scream will be
my prayer, for my weapons shine with courage.

- J'blann Threekiller, *Tiger Lizards*
(12th/23rd Davin rebel Guard Regiment)

DISBANDING

If an infantry detachment finds itself out of formation, or if some of the stands bail out of a destroyed vehicle while the rest of the detachment remain in their vehicles, you may choose to *disband* part of the detachment. This represents the infantrymen scattering and retreating to a rallying point off the battlefield, making the maximum use of smoke and cover as they move. Any stands that are disbanded are immediately removed from play and are treated as if they had been destroyed (this means the detachment must make a *morale test* in the *end phase* of that turn just as if the stands had been eliminated by the enemy). You may disband part of a detachment at any time, removing the relevant stands straight away.

Although it destroys the relevant stands, you may wish to use this option to avoid the detrimental effects occasionally created by the formation restrictions. For example, if you don't want to give a whole detachment *Advance* orders just to reform with a single stand, the separated stand may be disbanded (and immediately removed from play), allowing the detachment to receive a different set of orders. Or a couple of stands may have survived the destruction of a vehicle - to maintain formation, all of the vehicles would be reduced to moving at the same speed as the infantry stands. Disbanding the two stands on foot allows the rest of the detachment to continue moving at full speed.

THE SEQUENCE OF PLAY

The sequence of play used in *Adeptus Titanicus* is left unchanged, with the following exceptions:

In each segment of the *movement phase* players alternately move their eligible Titans, then alternately move eligible detachments of vehicles, and finally alternately move eligible *detachments* of infantry. This means that all Titans, vehicles and infantry with *Charge* orders will move before those with *Advance* orders and so on.

Similarly, in each segment of the *combat phase* players first attack with all eligible Titans and vehicles, and then they alternately fire *detachments* of infantry.

ORDERS PHASE

Both players must give one *order counter* to each *detachment* of infantry in the *orders phase* of each turn. The orders chosen apply to all of the stands in the detachment.

FIRST FIRE ORDERS

None of the stands in the detachment may move. The stands attack in the *first fire* segment of the *combat phase* and receive a +1 modifier on their rolls to *hit*.

ADVANCE ORDERS

The stands in the detachment may move up to the *advance* rate and may attack in the *advance segment* of the *combat phase*.

CHARGE ORDERS

The stands in the detachment may move up to their *charge* rate, but may not fire until the *charge segment* of the *combat phase*. All rolls to *hit* are made with a -1 modifier.

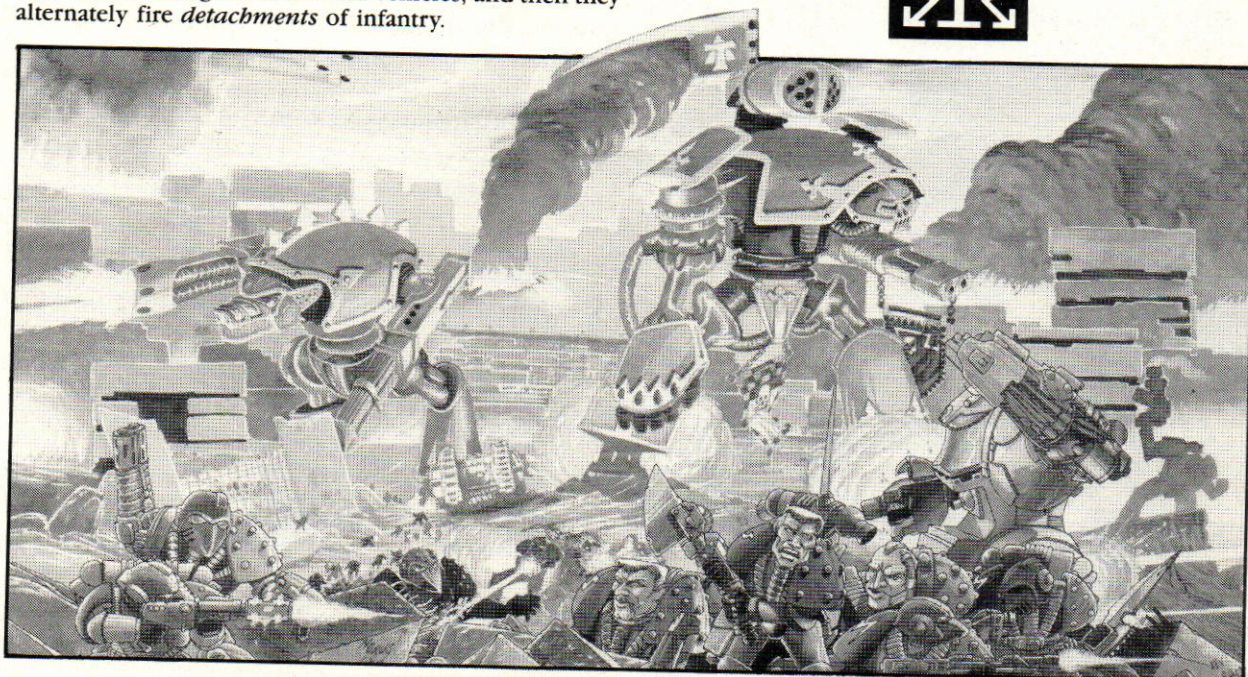
FALL BACK ORDERS

Use a *Repair* order counter to signify *Fall Back* orders. Stands may move up to their *charge* rate, but must end their move further away from any and all enemy units than they were at the start of the turn. Stands may not remain stationary - they must move at least 4cm.

Infantry stands with *Fall Back* orders may not attack, but any attacks upon them are made at -1 to *hit* as the detachment is making maximum use of cover during its retreat.

NO ORDERS

Infantry detachments that have not been given any orders may not move. They may fire in the *advance segment* of the *combat phase*.



MOVEMENT PHASE

MOVE RATES

In the same way as a Titan, infantry stands can move at an *advance* or *charge* rate. The distance that an infantry stand can move depends on how it is equipped.

**INFANTRY MOVEMENT
RATE TABLE**

Stand Type	Advance Rate	Charge Rate
Devastator	4cm	8cm
Other	6cm	8cm

TURNING

Infantry stands may move freely up to the distance allowed. They may move off in any direction, make as many turns during the move as required, and end the move facing in any direction.

CARRYING STANDS

Some vehicles may carry stands (this is specified on the Vehicle Data Card - a Land Raider, for example, can carry 10 infantrymen, ie two stands). The processes of getting stands on and off vehicles are known as *embarking* and *disembarking* respectively.

To **embark**, a stand must have *Advance* or *Fall Back* orders and the vehicle must have *First Fire* orders. As long as the stand can reach the vehicle with their *advance* rate move, they may embark.

To **disembark** a stand, the vehicle must have *Advance* or *First Fire* orders. The stand may be given *Advance* or *Charge* orders - it may not fire on the turn it disembarks, but it may take part in close combat. If the vehicle has *Advance* orders the stand may disembark at any point during the vehicle's move.



TERRAIN

Moving through different types of terrain affects an infantry stand's rate of movement and may give the stand a certain amount of cover. Terrain falls into three categories - *difficult*, *dangerous* and *impassable* - as defined in the *Infantry Terrain Effects Table*. *Soft cover* and *hard cover* affect an enemy's chance to hit the stand in cover, giving a -1 and -2 modifier to hit respectively (see the *Infantry Target Weapons Table*). Different terrain effects are described below.

They are insignificant insects to be crushed. I fear no footslogger. No mud-covered infantryman can stand against the strength and speed that is within me and my Warbonds. They shall all die.

- Esau Turnet,

Scout Titan Senior Princes of the Death Heads

DIFFICULT TERRAIN

Difficult terrain is any terrain that will slow down movement, such as woods, hedges and walls. An infantry stand moving through *difficult* terrain moves at half its normal rate.

Infantry stands equipped with Jump Packs may move over *difficult* terrain with no movement penalty.

DANGEROUS TERRAIN

Moving over *dangerous* terrain, such as rivers and cliffs, carries a certain risk for the stand. Movement is reduced to half the normal distance and the stand must take a *dangerous terrain test (DTT)*.

To take a **DTT**, roll a D6; on a roll of 1 the stand has failed the test and it must make a *saving roll* or be eliminated (see *Combat* for details of *saving rolls*).

Infantry stands equipped with Jump Packs may move over *dangerous* terrain at their normal movement rate. They do not need to make a **DTT** provided that the stands do not *finish* their move in *dangerous* terrain.

IMPASSABLE TERRAIN

No infantry stand may pass through *impassable* terrain.

Stands with Jump Packs may move over *impassable* terrain provided that they do not *finish* their move in the terrain.

**INFANTRY TERRAIN
EFFECTS TABLE**

Terrain	Type	Cover
Buildings	See <i>Buildings</i>	Hard
Ruins	Difficult	Hard
Hedges	Difficult	Soft
Walls	Difficult*	Hard
Cliffs	Dangerous**	None
Hill	Normal	None
Woods	Difficult	Soft
River	Dangerous	None
Lake	Impassable	None
Marshy Ground	Dangerous	None

* Walls more than 1cm high count as *impassable*.

** Make a **DTT** for every 2cm of cliff that is climbed.

BUILDINGS

Infantry are capable of entering buildings and moving about inside them. This is often a good tactic, as the building will provide plenty of hard cover for anyone inside. On the other hand, a lot of the weapons on the battlefield are quite capable of destroying buildings, with suitably devastating results to any stands in the building at the time.

When measuring movement to or from a building, measure from the nearest edge of the building. It does not matter if there aren't any doors marked at the position on the building model - infantry can enter or exit at any point of the ground level. Similarly, infantry may fire from any side of the building, regardless of the presence or absence of windows on the model.

BUILDING FLOOR PLANS

These floor plans represent in an abstract way the interior of the buildings from **Adeptus Titanicus**. For simplicity, they are split into three levels: first (ground) level, second level and third (uppermost) level.



Photocopy the plans, cut them out and keep them handy when you play the game.

MOVING IN BUILDINGS

Whenever an infantry stand enters a building, place a set of plans on the top of the building and transfer the stand to the first level. The stand may not move any further that turn. In subsequent turns the stand may move up or down one level if it has *Advance* or *Charge* orders. Stands on the first level may leave by being placed adjacent to any part of the building, but may move no further that turn.

No more than two stands may occupy the same level of a building. Stands of opposing sides may not occupy the same level of a building.

COMMAND CONTROL IN BUILDINGS

Stands within the same building always count as being within 6cm of each other with regards to detachment formations. A stand that is within 6cm of a building, or is in another building that is within 6cm of a building, counts as being within 6cm of any stands inside the building.

The warrior who acts out of honour cannot fail. His duty is honour itself. Even his death - if it is honourable - is a reward and can be no failure, for it has come through duty. Seek honour as you act, therefore, and you will know no fear.



Despise infantry if you must. Crush them underfoot, by all means. But do not ignore them. Battlefields are littered with the wreckage of Titans whose crews ignored infantry.

*- Grand Master Ferromort,
Ordo Sinister, Divisio Militaris*

TITAN STOMP ATTACKS

Titans may make *stomp attacks* against any infantry stands that they move over during the *movement phase*. Roll a D6 for each stand that is stomped; on a roll of 4 or more the stand is destroyed.

Stands with *First Fire* orders may make *snap fire attacks* before they get stomped, and such attacks will take place *inside* the Titan's Void Shields.

VEHICLE OVERRUNS

Vehicles may *override* infantry stands in the open during the *movement phase*. The stand being overrun may *snap fire* at the vehicle if it has *First Fire* orders. If the vehicle survives it may make an immediate close combat attack and then carry on moving (see *Close Combat*).

A vehicle may only make one overrun per *movement phase*. However, it may stop after the overrun and attack the stand again in the *close combat segment*.

REPAIR PHASE

There is no equivalent to the *repair phase* for infantry as stands are either unharmed or eliminated. Infantry stands take no action during this phase and it may be ignored unless there are Titans involved in the game.

COMBAT PHASE

ATTACKING WITH STANDS

An infantry stand receives *one* attack from its *basic weapons* (not one attack per figure in the stand), and one attack for *each support weapon* that it carries.

Infantry stands attacking other infantry stands use the *Infantry Target Weapons Table* for rolls to hit. Infantry attacking Titans or vehicles use the *Weapons Table* in *Adeptus Titanicus*, with the appropriate hit modifiers.

A stand has a 360° arc of fire for all of its weapons (in other words it can fire its weapons in any direction).

ATTACKING INFANTRY STANDS

Attacks on infantry stands are handled in a different way to those on vehicles or Titans. A roll to hit is made for each weapon that attacks using the *Infantry Target Weapons Table* (note that this table is used for *all* attacks against infantry targets, including those made by Titans and vehicles). If a hit is scored, the target must make a *saving roll*. If the *saving roll* is failed the stand is destroyed and removed from the table *immediately*, before the next attack is resolved.

CHOOSING TARGETS

Fire against infantry stands must always be directed at the closest target that can be attacked. If two or more targets are at the same range, the attacker may choose which is attacked.

Burst circles must be placed so that the closest target is attacked, but otherwise can be placed freely so that as many stands as possible are under the burst circle.

TO HIT

Measure the range to the target and refer to the *Infantry Target Weapons Table* to find out if the attack is at *short* or *long range*. Then apply any modifiers for *range* and *cover* to find out the number to be rolled on a D6 to score a hit. If a hit is scored, the target must make a *saving roll* or be destroyed.

At *long range* you may have to roll a 7 to score a hit - which is rather difficult on a six-sided dice. To roll a 7, you must first roll a 6; if you do, roll the dice again, with a roll of 4 or more meaning that you have hit.

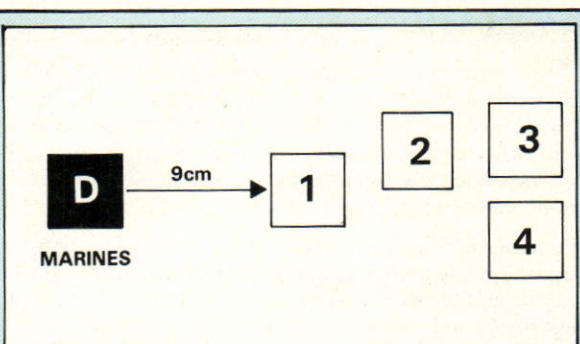
THE SAVING ROLL

To make a *saving roll*, the target must roll equal to or greater than the number shown on its Data Card. If the roll is failed the target is destroyed.

Some weapons modify the *saving roll* with a -1 or -2 penalty - this number should be deducted from the dice roll before comparing the result with the Data Card.

VEHICLES

Infantry stands inside vehicles that are destroyed are allowed a *saving roll* as usual. If the roll is failed, the infantrymen have died inside the vehicle. If the *saving roll* succeeds, the stand manages to bail out and should be placed adjacent to the crippled vehicle - it can neither move nor fire during this turn.



A Space Marine Devasator Stand attacks a detachment of rebel Imperial Guard. First, the Marines fire their small arms (bolters in this case). The attack must be directed at Imperial Guard stand 1, as this is the closest target. The range is 9cm, short range for bolters, and the stand is in the open, so 4 or more is needed to score a hit (if the Imperial Guard detachment had First Fire orders, thereby counting as in soft cover, or Fall Back orders, a 5 or more would have been needed to hit). A D6 is rolled, scoring 4, which is a hit. The Imperial Guard stand has a saving roll of 5+, but bolters have a save modifier of -1, so a 6 will be needed to stop the stand from being eliminated. Not surprisingly, the stand fails to make its saving roll and is removed from play.

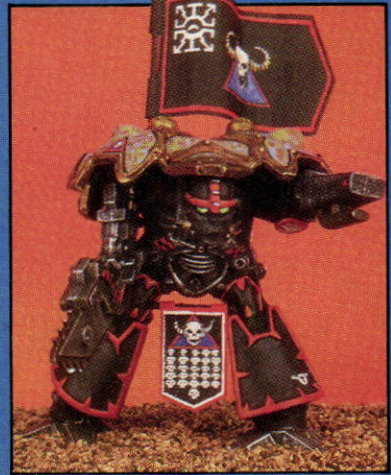
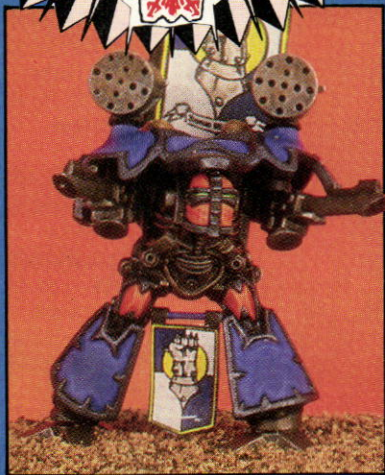
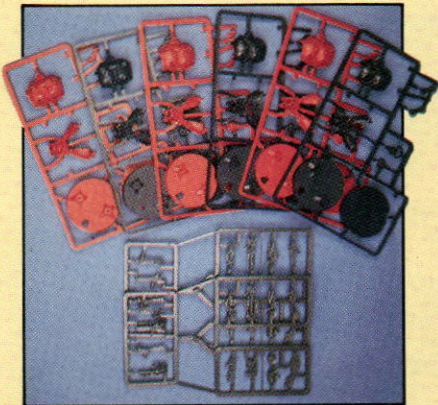
The Marines next fire their heavy bolter (a support weapon) at Imperial Guard stand 2, which is now the closest target - this stand is also destroyed. The Marines still have their missile launcher to fire (their other support weapon), and this can be fired at either stand 3 or stand 4 as they are both at the same range. The Marines decide to fire on stand 3 as it is the Command Stand for the Imperial Guard detachment.



BATTLE TITANS

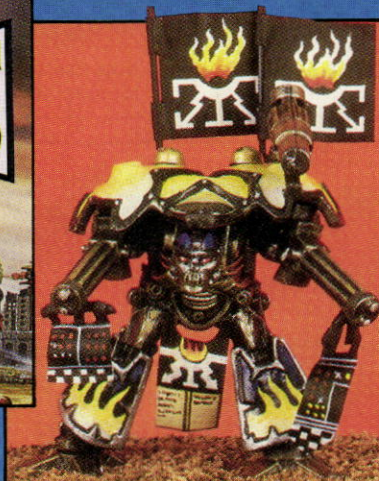
The Warlord Class Battle Titan is by far the most popular and versatile class of Imperial Battle Titan, and thousands of Warlords saw action on both sides during the wars of the Horus Heresy.

This boxed set contains six plastic clip-together Warlord Class Battle Titans, complete with enough interchangeable weapons to produce a wide range of variants.



GAMES WORKSHOP

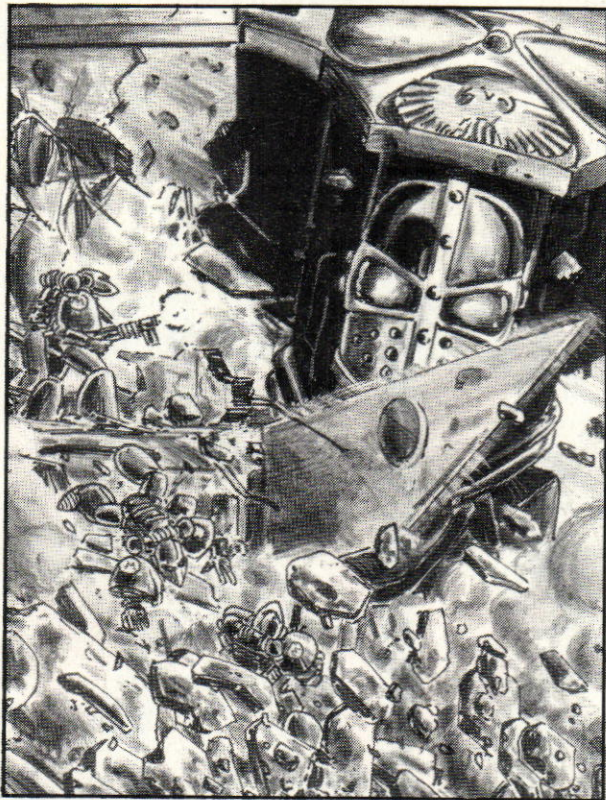
AVAILABLE
SOON



MODELS SHOWN AT 75% ACTUAL SIZE. MODELS REQUIRE ASSEMBLY AND ARE SUPPLIED UNPAINTED. BANNERS NOT INCLUDED.

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TITAN ANTI-PERSONNEL WEAPONS

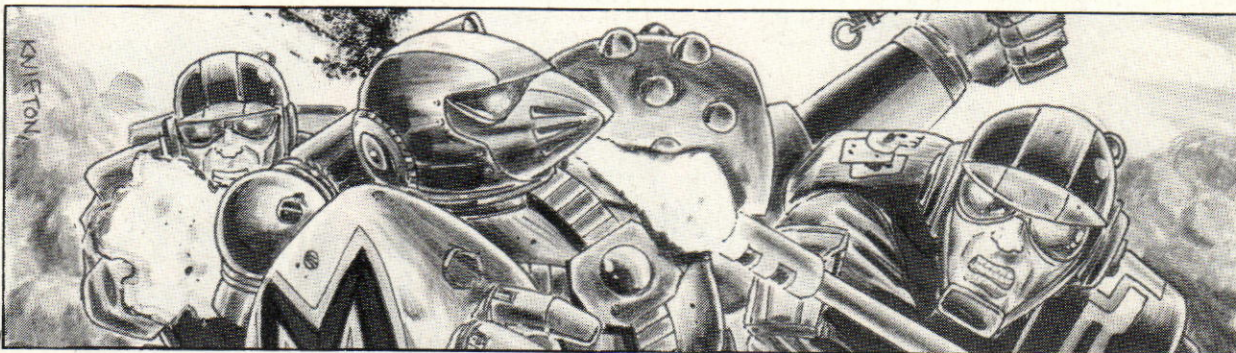
In addition to the heavy weapons they carry, all Imperial Titans (both loyalist and rebel) are armed with a *heavy bolter* mounted in the Titan's head, designed for use against attacking infantry.

This anti-personnel weapon has the same arc of fire as a carapace-mounted weapon. It may shoot at any target within this arc, up to the heavy bolter's range of 40cm. The heavy bolter continues to function as long as the Titan is operational.



GRENADES

The use of grenades is taken into account in the close combat rules below. They are not used as a separate weapon during any other part of the *combat phase*.



Rebel Guardsmen shoot a Loyalist Marine

INFANTRY TARGET WEAPONS TABLE

Weapon	Range		To Hit Roll		Saving Roll Modifier
	Short	Long	Short	Long	

SMALL ARMS

Bolt Pistol	-	8cms	-	4+	-1
Laspistol	-	8cms	-	4+	0
Bolter	12cms	24cm	4+	5+	-1
Lasgun	12cms	24cm	4+	5+	0

LIGHT WEAPONS

Vehicle Mounted					
Bolter	-	24cm	-	6+	0
Heavy Bolter	20cms	40cm	4+	6+	-1
Flamer	-	12cm	-	5+	-1
Melta-Gun	-	12cm	-	6+	-1

HEAVY WEAPONS*

Auto-Cannon	-	72cm	-	5+	-1
Las-Cannon	-	60cm	-	6+	-1
Grenade Launcher	-	60cm	-	5+	0
Missile Launcher:					
Frag Missile	-	72cm	-	5+	0
Plasma Missile	-	72cm	-	5+	-1
Multi-Launcher*	-	72cm	-	5+(B)	-1
Multi-Melta	12cm	24cm	4+	5+	-1
Heavy Plasma Gun:					
Sustained	20cm	40cm	4+	6+	-1
Maximal	-	72cm	-	5+	-1

VERY HEAVY WEAPONS*

Defence Laser	-	72cm	-	4+(B)	-2
Macro-Cannon	-	72cm	-	4+(B)	-2
Plasma Cannon:					
Sustained	20cm	40cm	4+(F)	6+(F)	-2
Maximal	-	72cm	-	4+(B)	2

* Heavy or very heavy weapons may not be fired by stands with *Charge* orders.

MODIFIERS TO HIT

Target has <i>First Fire</i> orders*	-1
Target has <i>Fall Back</i> orders	-1
Target is in <i>soft cover</i>	-1
Target is in <i>hard cover</i>	-2
Attacker has <i>Charge</i> orders**	-1

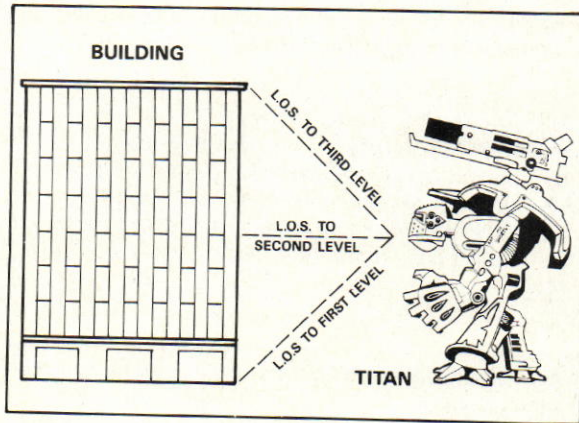
* This is because the stand is making the maximum use of available cover.

** This penalty does not apply to *small arms* attacks.

Note that attackers with *First Fire* orders do not receive a +1 hit modifier when attacking infantry stands.

BUILDINGS

Stands shooting from a building may attack in any direction. Stands on the first level check their line of sight (LOS) from any point on the bottom of the building, those on the second level from any point in the middle of the building, and those on the third level from any point on the top of the building.



Stands outside a building may attack any stands on the first level if they have a LOS to the bottom of the building; they may attack stands on the second level if they have a LOS to the middle of the building; and they may attack stands on the third level if they have a LOS to the top of the building.

Any stand that is in a building counts as being in *hard cover* when it is attacked.

Stands may only attack enemy stands in the same building as themselves by using close combat (see *Close Combat*).

HIDING

At the start of the *combat phase*, a player may declare that any stand in a building is *hiding*. Stands that hide may only attack or be attacked by other stands in the same building, by using close combat.

DAMAGING BUILDINGS

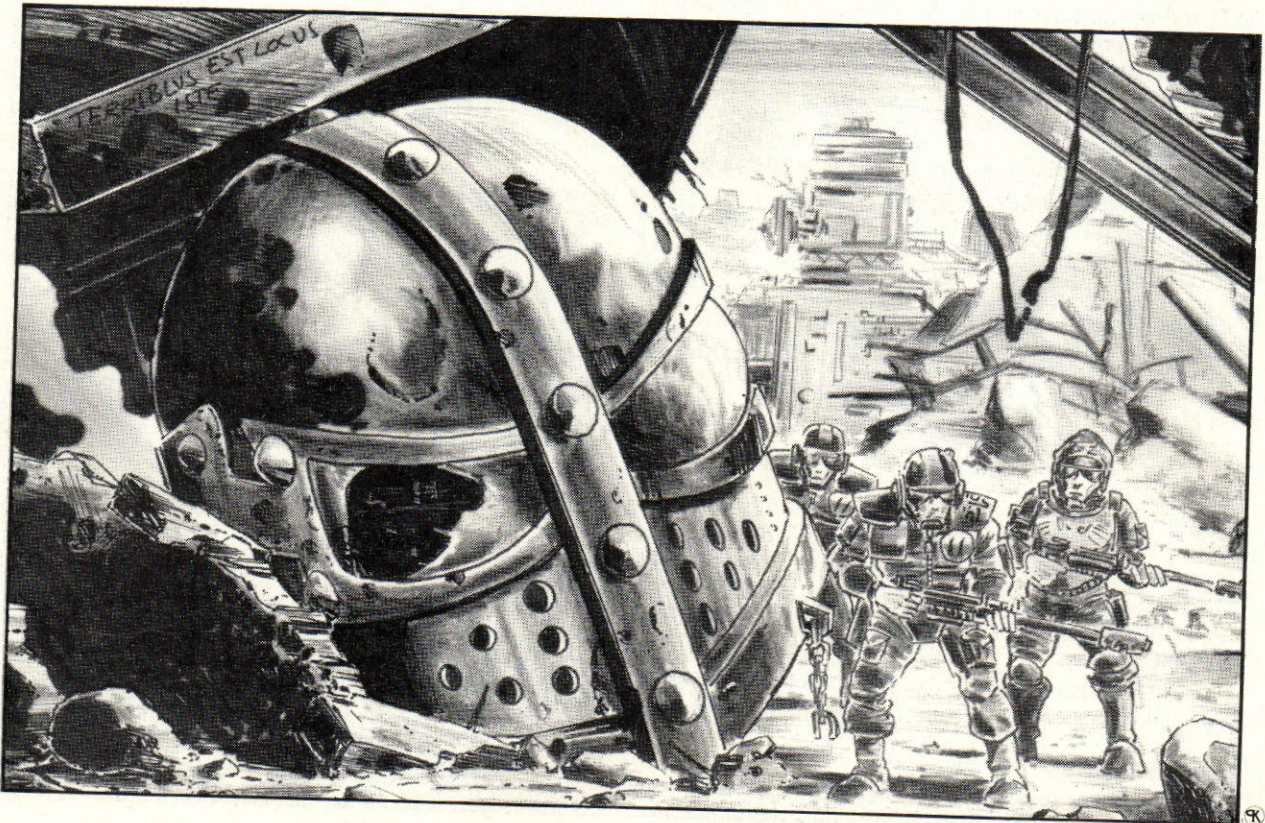
Weapons may be used to attack buildings in the same way as they attack vehicles. A weapon may be used to either attack a unit in a building or the building itself, not both. All attacks against buildings receive a +1 modifier to hit. Only critical damage will affect buildings. Once a building has taken 3 critical hits it will become *unstable*.

In the End Phase of each turn roll 1D6 for each unstable building, adding 1 to the score for each additional critical hit over 3. On a roll of 6 or more the building will collapse, and should be replaced with a *ruin* (see below). Keep track of the number of critical hits against the building on a piece of scrap paper. All units in a building that collapses are destroyed.

RUINS

When a building collapses it does not, of course, vanish, rather it has been reduced to a smoking pile of rubble. Instead of removing a collapsed building it should be replaced with a ruin. Vehicles may not enter a ruin, and infantry move through a ruin at half their normal move rate. Any infantry unit in a ruin counts as being in *hard cover*.

Ruins can be represented on the table in two ways. The simple option is to replace the model with a pile of small (washed!) stones that cover the same area that was occupied by the building. The second option is to convert some of your model buildings into ruins. This can be done quite simply by cutting up a building with a kitchen knife and then painting it with black acrylic paint which has been mixed with an equal quantity of water.



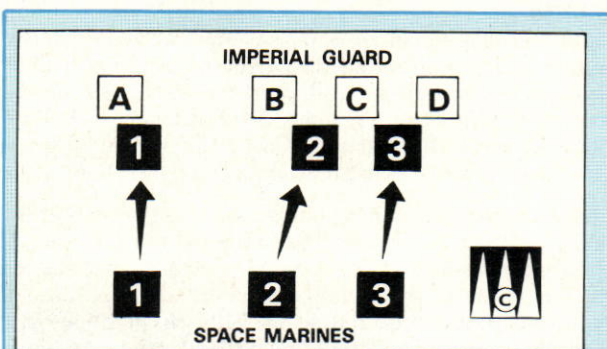
SPACE MARINE - CLOSE COMBAT

CLOSE COMBAT

Stands may only enter *close combat* if they have *Charge* orders. Stands enter close combat by moving into base-to-base contact with one or more enemy stands in the *movement phase*. Stands that have been engaged in close combat may only disengage and move away from the enemy stand if they have *Fall Back* orders.

Stands with *First Fire* or *Advance* orders are allowed to fire on their attacker in the appropriate segment of the *combat phase*, but suffer a -1 modifier to hit.

Close combats are resolved as a number of *melees*, each of which is decided by a separate *melee roll*. A stand must be in base-to-base contact with the opponent they are *meleeing*. Two or more stands may gang up to attack one enemy stand, as long as all enemy stands are attacked by at least one stand. The First Player is allowed to decide which stand will attack which enemy stand if there is any dispute.



Three Space Marine stands with *Charge* orders move as shown to attack a detachment of Imperial Guard. In the *combat phase*, Marine stand 1 fights Guard stand A, Marine stand 2 fights Guard stand B, and Marine stand 3 fights Guard stand D. Guard stand C is in contact with Marine stands 2 and 3 and so must fight one of them; the Space Marine player is the First Player for this turn, and decides that the Guard stand will take part in the *melee* with Marine stand 3. Three *melees* will be fought during the *close combat* segment:

Marine 1 vs Guard A
Marine 2 vs Guard B
Marine 3 vs Guard C and Guard D



To resolve each *melee*, both players roll 2D6 and add their stand's *melee factor* plus any *tactical factors* from the *Infantry vs Infantry* section of the *Close Combat Table*. The player who scores highest wins the *melee*, and the opposing stand must make a *saving roll* to avoid being eliminated.

If the dice rolls *before* or *after* any modification are the same, *both* players' stands must make *saving rolls*.

MORALE TESTS

Any detachment that loses more *melees* than it wins during a turn must take a *morale test* in the *end phase* of the turn.

MULTIPLE COMBATS

A *multiple combat* occurs when two or more stands attack one enemy stand. The player who has more stands in the *melee* chooses one as the *primary attacker*. Any other stands involved in the *melee* are *secondary attackers*. A single dice roll is made for all the attacking stands with any modifiers based on the weapons and orders of the *primary attacker*. Each *secondary attacker* adds +3 to the roll. If the side with more stands loses the *melee*, only the *primary attacker* has to make a *saving roll*.

Once seen in battle, you never forget a Titan: the shaking of the land beneath your feet; the sound of its guns; the lightning-smell of its passing. But when you look at your comrades, remember that they have the power to kill the monster. And remember this: the Titan's crew knows you have the power to kill them.

Returning to the previous example, we'll look at the *melee* between Marine stand 3 and Guard stands C and D. The Guard player chooses stand C as his *primary attacker*.

Guard stand C has a *melee factor* of 0 so the only modifier to the dice roll is +3 for one *secondary attacker*. A total of 9 is rolled on 2D6, for a final modified score of 12.

The Marine stand has a *melee factor* of +2, with +1 for the detachment's *Charge* orders - also a total modifier of +3. Fortunately for the Marines, their dice roll is 10, giving them a final score of 13 and winning the *melee*.

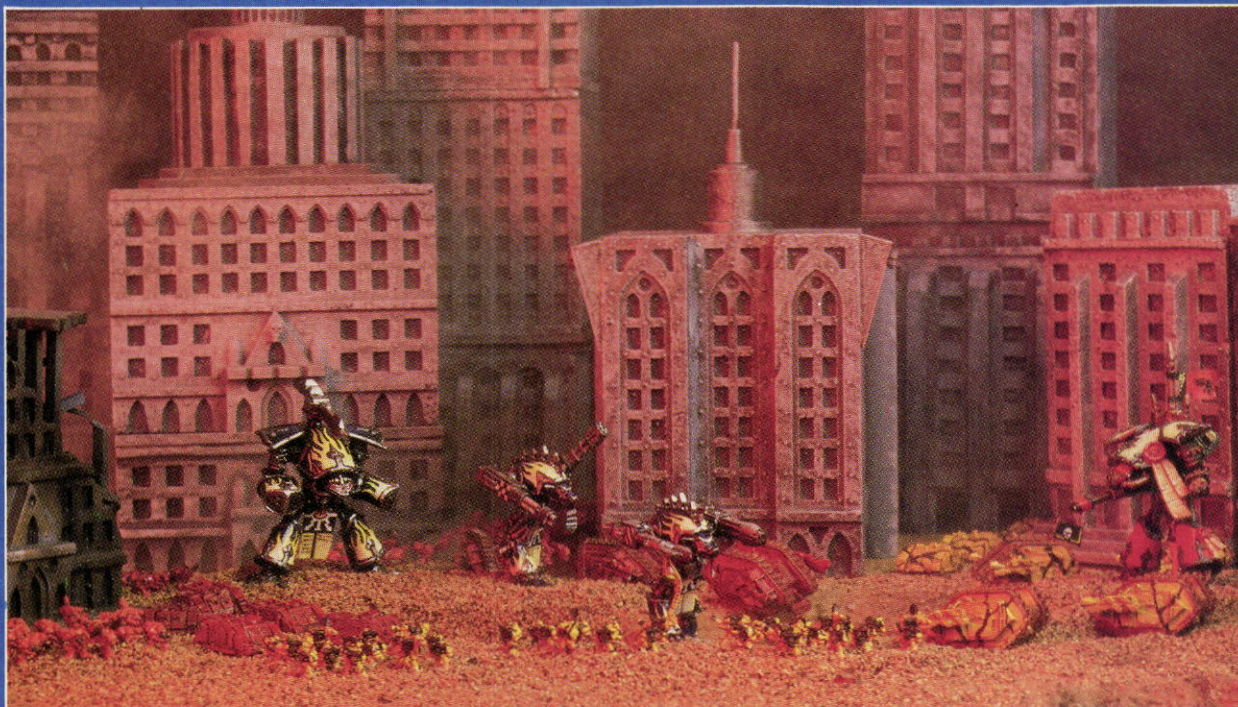
Guard stand C must now make a *saving roll*. Imperial Guard stands have a *saving roll* of 5+, but only a 4 is rolled and stand C is eliminated. No *saving roll* is necessary for Imperial Guard stand D, since it was only a *secondary attacker* in this *melee*.

The Titan was dying. Captain Kilmer watched as it staggered towards his bunker. The war machine blundered into a tree, slipped as its *Princept* stepped in a shell-hole and then froze. The Titan's relays strained as it tried to pull itself upright. Coolant streamed down its legs from shattered valves. The Titan's weapon linkages sparked where bare wires flopped against its carapace. Steam came from the machine's neck: the crew were preparing to eject.

"Soon," Kilmer whispered to himself. He steadied the missile launcher and waited. He counted to three and pulled the trigger. The heat of the missile's backblast made him blink. The head came free and, in an instant, exploded. The missile had done its work.

Kilmer grinned and turned on his commnet. "Claiming kills. One Titan crew. No prisoners."

The Tallarn Campaign. On Tallarn III, an advance force of Salamander Marines, escorted by a Reaver Class Battle Titan from the Firebrands Order, encounters heavy Traitor resistance in the ruins of the city of Ragsburg. A small force of Word Bearer Traitor Marines have lured the Salamanders into a firefight while Word Bearer Land Raiders and Firemaster Titans try to break through the Loyalist force.



Building conversions and Firemaster Titans by Sid. Firebrand Titan by Mike McVey.
Troops and vehicles by Darren Matthews.

The Battle of Nyrcon on Beta Garmon II. Salamander Marines supported by Warp Runners Titans pin the defenders against the bromium refinery on the outskirts of the city. After a hard and desperate battle, the Traitor force, of Emperor's Children Marines with Death's Heads Titans, was completely annihilated.



Titans by Phil Lewis and Lee Dudley. Troops and Vehicles by Darren Matthews
and Tony Cottrell. Buildings by Darren Matthews.

SPACE MARINE - CLOSE COMBAT

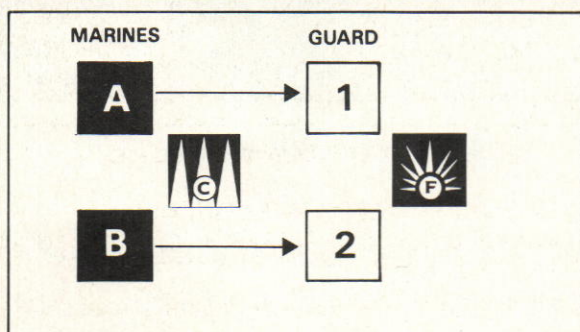
CLOSE COMBAT IN BUILDINGS

The only way stands inside the same building can attack each other is by *close combat*. A stand can only attack enemy stands on an adjacent level.

Work out the melee as normal, but deduct -2 from the dice roll of the attacker (ie the stand that instigated the combat). The loser of the melee must retreat one level away from the winner; a stand on the first level may retreat outside the building. If it is not possible for a stand to retreat, it is eliminated.

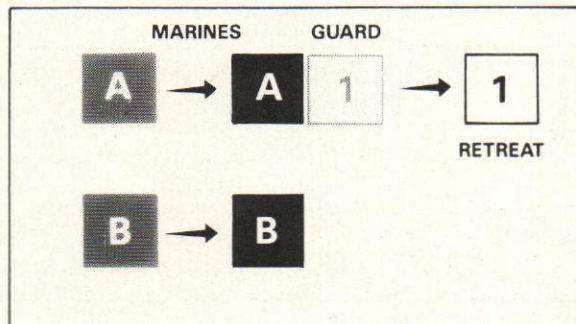
If the attacking stands manage to clear a level of defending stands, they may advance into it after combat, outside the normal turn sequence.

Up to two stands that are adjacent to the outside of the building may attack any enemy stands that are on the first level. A stand which is outside the building is not forced to retreat if it loses a melee against an enemy stand on the first level.



Two Space Marine Assault Stands are attacking a pair of Imperial Guard stands in a building. Although the Guard have First Fire orders, they may not snap fire as the only way to attack a stand in a building is by close combat. Note that the Guard would have been allowed to snap fire if the Guard stands were on the first level and the Marines were attacking from outside the building.

The close combat is worked out as two melees: Stand A vs Stand 1, and Stand B vs Stand 2. The Marine stands have a dice roll modifier of +3 (melee factor +4, Charge orders +1, attacking a stand in a building -2, for a total of +3), while the Guard stands have a modifier of 0 (melee factor 0 and no other modifiers).



Both Marine stands win their melees. Stand 1 makes its saving roll but is forced to retreat to level 3. Stand 2 fails its saving roll and is eliminated. As level 2 of the building has now been cleared of enemy stands, both Marine stands may advance after combat, as shown in the diagram.

Princes Flyan brought the *Victoria Imperatrix* to a halt as it came up to the hill crest. The Titan's knees creaked as the machine held itself level on the slope. Flyan could feel his own muscles flexing as the machine kept its footing. Below, screened by the hill and the trees, the other Titans of Flyan's detachment waited, their reactors humming in the night air.

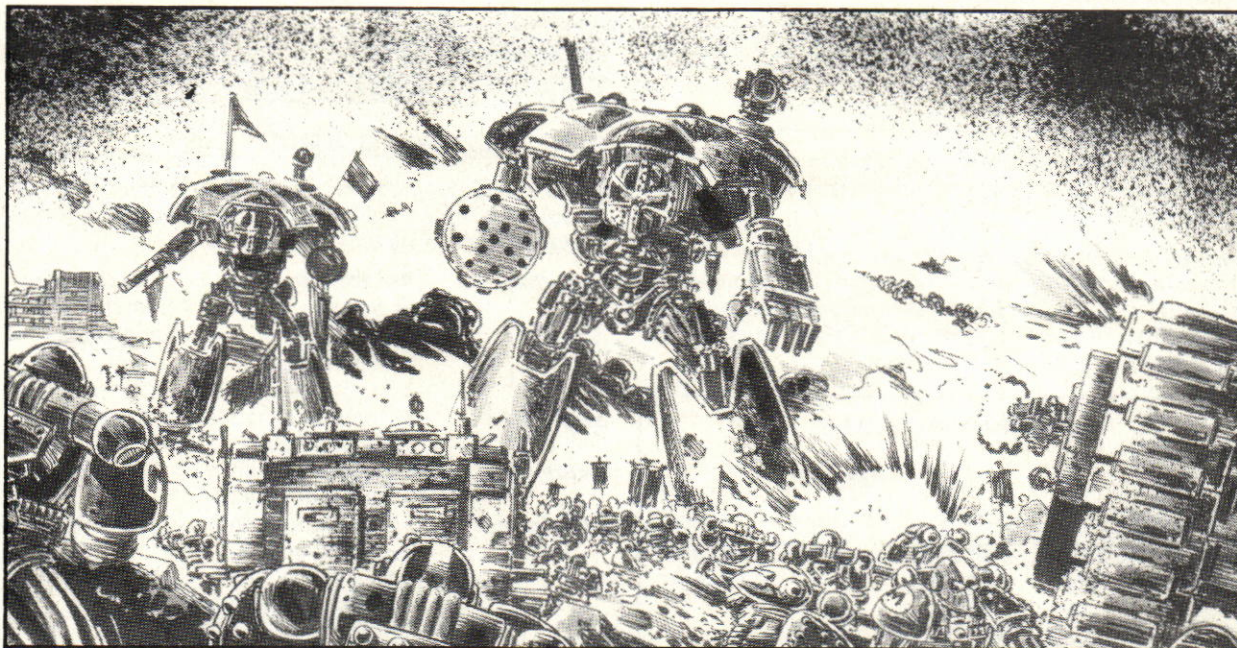
The *Victoria's* head was level with the hill top, its carapace below the highest trees. The moons were not yet up, and Flyan knew he would be unlucky to be spotted at this range. He cranked up the scanning tubes and stared into the milky darkness. There were dim shapes in the valley, clustered around small campfires. Engine exhausts showed up as bright plumes in the cold air. Flyan made a quick count: an infantry regiment, possibly less, with armoured support; rebel scum to be destroyed.

"Hyams, your assistance." As he walked the machine backwards down the hill, Flyan needed the help of *Victoria's* powerfist. The machine slipped sideways, and Hyams grasped the top of a tree and held the Titan upright. Then the machine's feet reached level ground; Flyan and Hyams sighed in relieved unison, almost surprised at their collective skill.

The *Sancte Spiritus* straightened as Sardon, its Princeps, came to mental attention in the presence of a superior. Millus, the *Beata Viscera's* Princeps, didn't move. Flyan smiled; he could imagine the man slumped in his command seat, a casual killer of the Emperor's enemies.

"Sardon. Millus. We have come here to conquer. Now is the time. Follow." He turned and walked down the valley, following the line of the river towards the rebel camp.





VEHICLES IN MELEE

The following special rules apply to close combat between infantry and vehicles.

Vehicles must have *Charge* orders to enter close combat with infantry, and the infantry must be in the open.

Infantry must have *Charge* orders to engage vehicles. Infantry stands in buildings may move to engage vehicles if they are on the first level; infantry stands on the second level or higher may not melee with vehicles.

The melee is resolved as for infantry vs infantry melees, except that in addition to their *melee factor*, the infantry add the factors from the *Infantry vs Vehicle* section of the *Close Combat Table* to their dice roll, while the vehicle uses the factors from the *Vehicle vs Infantry* section of the *Close Combat Table*.

If the vehicle wins the melee, the infantry must make a *saving roll* to avoid being eliminated. If the infantry win the melee the vehicle suffers an automatic hit and must make a *critical hit roll* based on the type of grenade carried by the stand; the *critical hit roll* is modified as normal for the vehicle's **DR**.

TITANS IN MELEE

Unless armed with heavy weapons, the only way that infantry can hope to harm a Titan is by managing to wedge a bundle of grenades in its vulnerable leg joints. This is by no means an easy task, especially against a Titan that can move, and is made even more difficult by the fact that a Titan can discharge very high voltage electrical shocks through its legs at random intervals.

Roll a D6 for each stand of infantry that is in contact with the enemy Titan. Add +2 to the roll if the Titan cannot move for any reason. On a roll of 1-5, the infantry are shot, stomped or electrocuted - the stand is destroyed and should be removed from play. On a 6 or more, the infantry have managed to wedge a bundle of grenades into the Titan's leg-joint, and a hit has been caused to the Titan's legs. This hit may cause critical damage, depending on the grenade type - see the *Grenade Critical Hit Rolls Table*.

CLOSE COMBAT TABLE

INFANTRY VS INFANTRY

<i>Charge</i> orders	+1
<i>Fall Back</i> orders	-2
Each stand over 1 involved in melee	+3

INFANTRY VS VEHICLES

Infantry stand in the open	-1
Infantry stand in <i>soft cover</i>	0
Infantry stand in <i>hard cover</i>	+1
<i>Charge</i> orders	+1
<i>Fall Back</i> orders	-2
Each squad over 1 involved in melee	+3
Target Vehicle's AR	+AR

VEHICLES VS INFANTRY

Vehicle is a Dreadnought	+2
Vehicle is an Armoured Vehicle	+1
<i>Charge</i> orders	+1
<i>Fall Back</i> orders	-2
Each vehicle over 1 involved in melee	+3

GRENADE CRITICAL HIT ROLLS TABLE

Type	Critical Hit Roll
Frag	6+
Crack	4+
Melta-Bombs	4+

Titans? They're just like anything else. The bigger they are, the harder they fall.

*- Captain Miklos Furnow,
15th Hydrae Guard Regiment*

END PHASE**MORALE**

In the *end phase* of the turn, any detachment that has had one or more stands destroyed during that turn must take a *morale test*.

To take a *morale test* roll 2D6 and modify the score as shown on the *Morale Table*. If a detachment contains stands with differing *morale levels*, use the one that applies to the majority of the stands involved. In the case of a tie use the best *morale level* in the group.

MORALE TABLE

Stand Type	RESULT		
	Fall Back	Pinned	Pass
Space Marine	2 or less	3-4	5 or more
Imperial Guard	3 or less	4-5	6 or more

MODIFIERS

Enemy Titan within 24cm*	-1
Detachment has no Command Stands	-1
Detachment has <i>Fall Back</i> orders	-2
4-6 stands in detachment	+1
7 or more stands in detachment	+2

* Ignore this penalty if the detachment is in *hard cover*.

MORALE TEST RESULTS

Fall Back: All stands in the detachment must be given *Fall Back* orders in the next *orders phase*. Any stands that are *out of command* are eliminated.

Pinned: All stands in the detachment must be given *Fall Back* orders or *No Orders* at all in the next *order phase*. Note that stands with *No Orders* may not move, and they fire in the *advance segment* of the *combat phase*.

Pass: The detachment may act as normal.

Princess Kalbard drove the Titan forward, crushing the enemy with balletic precision. He could feel the rebel infantry dying beneath his mechanical feet as he brought his Titan round for another charge. It was a feeling of power.

"Moderati. Fire at will. Our weapons will cleanse this world!" Through the scanning tubes Kalbard could see that the rebel armour was fleeing from his manic attack. One was slower than the rest. Kalbard took one step forward and kicked. The Land Raider's hull shattered. Kalbard brought the Titan to a halt above the wreckage and stamped downwards, twisting the foot as he did so. The Raider's fuel exploded and a mushroom cloud of black smoke enveloped the Titan.

The war machine shivered as its systems tried to interpret Kalbard's righteous enjoyment of victory. Then, its relays clattering, the Titan moved on in search of fresh victims.

**INFANTRY
DETACHMENTS****SPACE MARINE ARMY LIST**

Space Marine detachments consist of 4 types: Attack, Assault, Destroyer or Reinforced. The number and type of stands in each type of detachment are:

Detachment Type	Number & Type of Stands	Detachment Battle Rating
Attack	2 Command Stands 2 Tactical Stands 2 Support Stands	440 points
Assault	2 Command Stands 4 Assault Stands	350 points
Destroyer	2 Command Stands 4 Devastator Stands	530 points
Reinforced	3 Command Stands 3 Tactical Stands 3 Support Stands 3 Devastator Stands	945 points

OPTIONAL UPGRADES

One Command Stand per detachment may be upgraded to a *Force Commander* at a cost of 50 points.

Any number of Marine detachments may be equipped with Jump Packs at double the normal *Battle Rating* for each detachment. A stand equipped with a Jump Pack has a *Charge* rate of 18cm.

IMPERIAL GUARD ARMY LIST

Imperial Guard detachments consist of 3 types: Standard, Reinforced or Assault. The number and type of stands in each type of detachment are:

Detachment Type	Number & Type of Stands	Detachment Battle Rating
Standard	1 Command Stand 2 Tactical Stands 2 Support Stands 1 Devastator Stand	315 points
Assault	1 Command Stands 5 Assault Stands	260 points
Reinforced	2 Command Stands 4 Tactical Stands 4 Support Stands 2 Devastator Stands	630 points

OPTIONAL UPGRADES

One Imperial Guard Command Stand (and only one) may be upgraded to a *Force Commander* at a cost of 50 points.

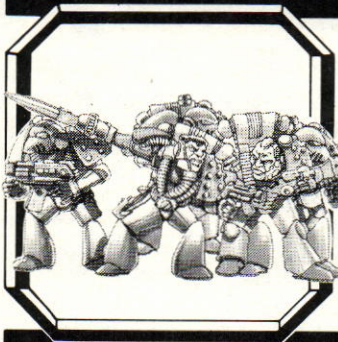
All the stands in any number of Assault Detachments can be equipped with Jump Packs at double the normal *Battle Rating* for each detachment. A stand equipped with a Jump Pack has a *Charge* rate of 18cm.

SCENARIOS

Infantry detachments may be used in any scenario where the players decide to choose their own forces using the points system. Players are allowed to pick any number and type of detachments, as long as they have the *battle points* to pay for them. Infantry are always bought by the detachment, never as individual stands.

The stands should be represented by the counters provided.

SPACE MARINE COMMAND STAND



BASIC WEAPONS Bolter	SUPPORT WEAPONS Flamer
MELEE FACTOR +3	GRENADES Crack
SAVING THROW 4+	BATTLE RATING 75



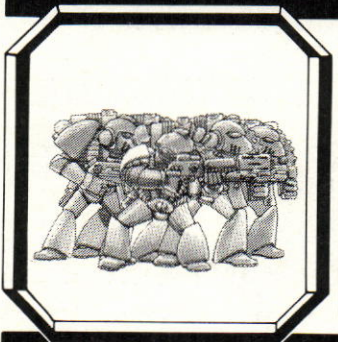
SPACE MARINE DEVASTATOR STAND



BASIC WEAPONS Bolter	SUPPORT WEAPONS Heavy Bolter Missile Launcher
MELEE FACTOR +2	GRENADES Crack
SAVING THROW 4+	BATTLE RATING 95



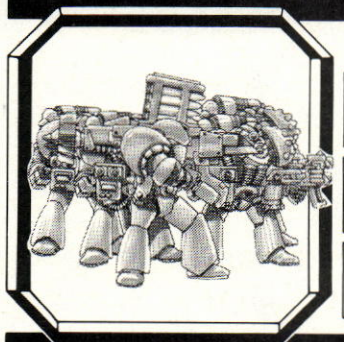
SPACE MARINE TACTICAL STAND



BASIC WEAPONS Bolter	SUPPORT WEAPONS Melta Gun
MELEE FACTOR +2	GRENADES Crack
SAVING THROW 4+	BATTLE RATING 65



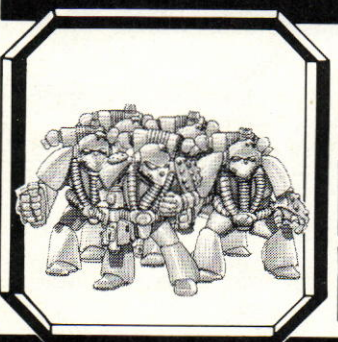
SPACE MARINE SUPPORT STAND



BASIC WEAPONS Bolter	SUPPORT WEAPONS Missile Launcher
MELEE FACTOR +2	GRENADES Crack
SAVING THROW 4+	BATTLE RATING 80



SPACE MARINE ASSAULT STAND



BASIC WEAPONS Bolt Pistol	SUPPORT WEAPONS None
MELEE FACTOR +4	GRENADES Melta Bombs
SAVING THROW 4+	BATTLE RATING 50



 COMMAND	 COMMAND	 TACTICAL
 ASSAULT	 DEVASTATOR	 SUPPORT
 COMMAND	 COMMAND	 TACTICAL
 ASSAULT	 DEVASTATOR	 SUPPORT
 ASSAULT	 DEVASTATOR	 SUPPORT

The Space Marine infantry counters on page 48 are divided into Imperial Marines (blue counters marked with an eagle) and Traitor Marines (red counters marked with a Horus-eye banner). Each counter is marked with the type of stand (eg Command Stand, Tactical Stand etc) and a number - this number tells you which stand is which during the game. There is an arrow on top of each counter pointing in the direction the Marines are facing. Paste the page of counters onto a card sheet and then cut them out ready for use.

We have also provided some black and white counters for you to make extra stands. Photocopy these, paste them onto card and then cut them out. The counters may be coloured to match those on page 48. Space has been left blank for you to write in the stands' identification numbers.

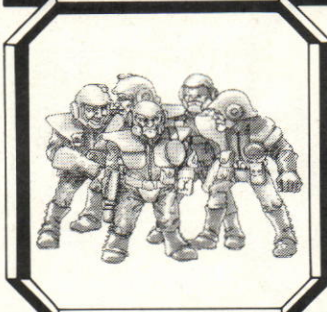
SPACE MARINE - GUARD DATA CARDS

IMPERIAL GUARD COMMAND STAND



BASIC WEAPONS Lasgun	SUPPORT WEAPONS 2 Las-Cannons
MELEE FACTOR +1	GRENADES Frag
SAVING THROW 5+	BATTLE RATING 110

IMPERIAL GUARD ASSAULT STAND



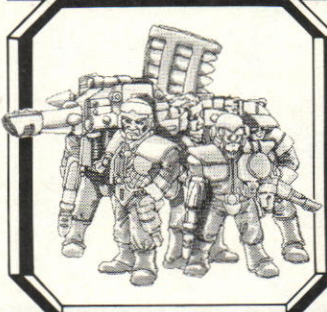
BASIC WEAPONS Lasipistol	SUPPORT WEAPONS None
MELEE FACTOR +2	GRENADES Crack
SAVING THROW 5+	BATTLE RATING 30

IMPERIAL GUARD TACTICAL STAND



BASIC WEAPONS Lasgun	SUPPORT WEAPONS Grenade Launcher
MELEE FACTOR 0	GRENADES Frag
SAVING THROW 5+	BATTLE RATING 25

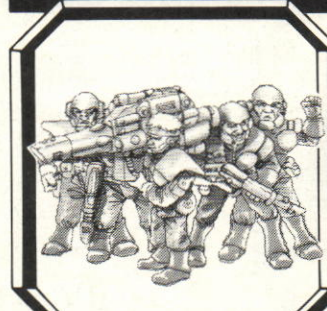
IMPERIAL GUARD DEVASTATOR STAND



BASIC WEAPONS Lasgun	SUPPORT WEAPONS Las-Cannon Missile Launcher
MELEE FACTOR 0	GRENADES Frag
SAVING THROW 5+	BATTLE RATING 65

 COMMAND	 COMMAND	 TACTICAL
 ASSAULT	 DEVASTATOR	 SUPPORT
 COMMAND	 COMMAND	 TACTICAL
 ASSAULT	 DEVASTATOR	 SUPPORT

IMPERIAL GUARD SUPPORT STAND



BASIC WEAPONS Lasgun	SUPPORT WEAPONS Las-Cannon
MELEE FACTOR 0	GRENADES Frag
SAVING THROW 5+	BATTLE RATING 45

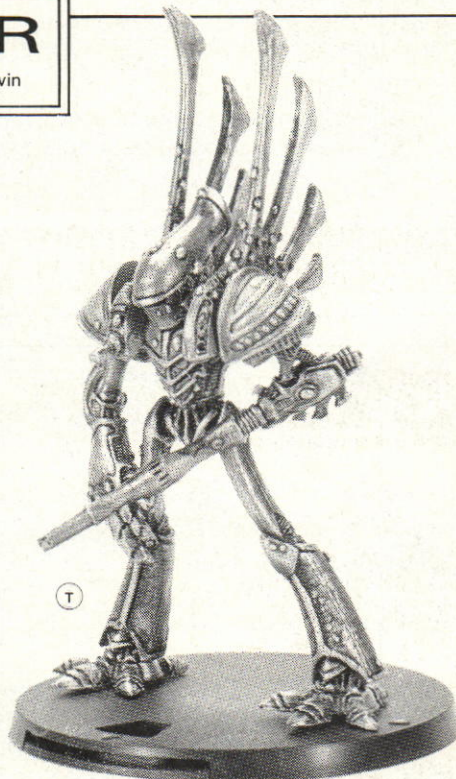
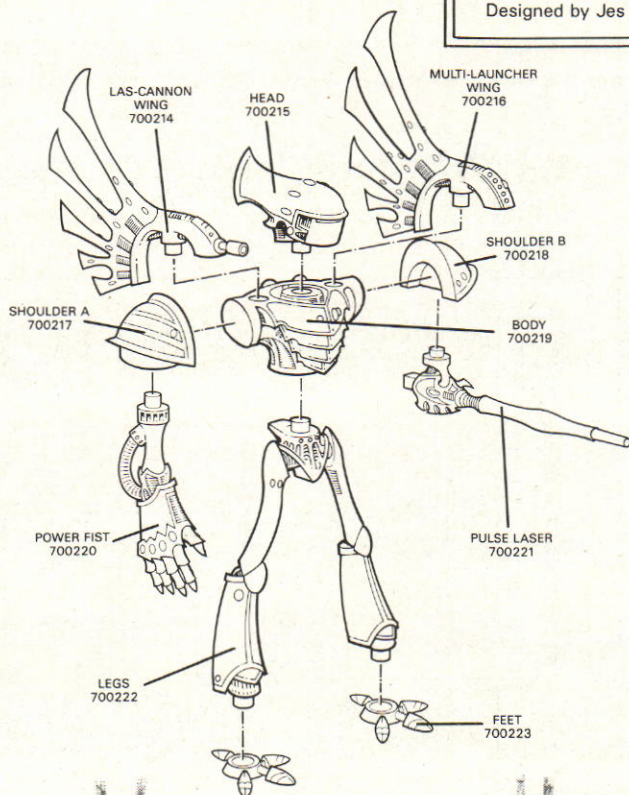
The Imperial Guard infantry counters on page 48 are divided into Imperial Guardsmen (green counters marked with an eagle) and Rebel Guardsmen (yellow counters marked with a Horus-eye banner). Each counter is marked with the type of stand (eg Command Stand, Tactical Stand etc) and a number - this number tells you which stand is which during the game. There is an arrow on top of each counter pointing in the direction the Guardsmen are facing. Paste the page of counters onto a card sheet and then cut them out ready for use.

We have also provided some black and white counters for you to make extra stands. Photocopy these, paste them onto card and then cut them out. The counters may be coloured to match those on page 48. Space has been left blank for you to write in the stands' identification numbers.

GADEPTUS TITANICUS

ELDAR

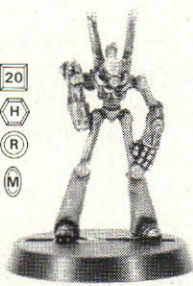
Designed by Jes Goodwin



700201

ELDAR TITAN KIT CONTAINS:

1 Head, 1 Body, 1 Set of Legs, 2 Feet, 2 Shoulder Pads (1 of each type), 1 Las-cannon Wing, 1 Multi-Launcher Wing and 2 Weapons (1 Power Fist & 1 Pulse Laser, or 2 Pulse Lasers)



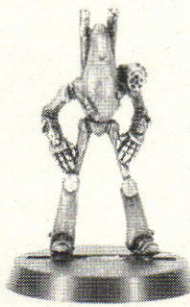
VAMPIRE
SPIRIT WARRIOR
700202



WAR-WALKER
700204



WAR CRY
DREADNOUGHT
700205



BANSHEE
DREADNOUGHT
700203

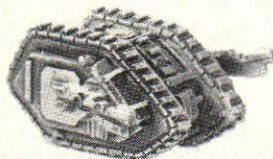


FIELD ARTILLERY
700206



IMPERIAL

Designed by Bob Naismith,
Mark Copplestone
and Alan Perry



LAND RAIDER
700208



CONTEMPTOR
700211



CONTEMPTOR
WITH BANNER
700210



FURIBUNDUS
700212



DEREDEO
700213



RHINO
700209



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WD47



EPIC INFANTRY COUNTERS

 1	 2	 3	 1	 2	 3	 1
						
TACTICAL	TACTICAL	TACTICAL	TACTICAL	TACTICAL	TACTICAL	ASSAULT
 2	 3	 4	 1	 2	 3	 4
						
ASSAULT	ASSAULT	ASSAULT	ASSAULT	ASSAULT	ASSAULT	ASSAULT
 1	 2	 3	 4	 1	 2	 3
						
DEVASTATOR	DEVASTATOR	DEVASTATOR	DEVASTATOR	DEVASTATOR	DEVASTATOR	DEVASTATOR
 4	 1	 2	 3	 1	 2	 3
						
DEVASTATOR	SUPPORT	SUPPORT	SUPPORT	SUPPORT	SUPPORT	SUPPORT
 1	 2	 3	 4	 1	 2	 3
						
COMMAND	COMMAND	COMMAND	COMMAND	COMMAND	COMMAND	COMMAND
 4	 1	 2	 3	 4	 1	 2
						
COMMAND	TACTICAL	TACTICAL	TACTICAL	TACTICAL	TACTICAL	TACTICAL
 3	 4	 1	 2	 3	 4	 5
						
TACTICAL	TACTICAL	ASSAULT	ASSAULT	ASSAULT	ASSAULT	ASSAULT
 1	 2	 3	 4	 5	 1	 2
						
ASSAULT	ASSAULT	ASSAULT	ASSAULT	ASSAULT	DEVASTATOR	DEVASTATOR
 1	 2	 1	 2	 3	 4	 1
						
DEVASTATOR	DEVASTATOR	SUPPORT	SUPPORT	SUPPORT	SUPPORT	SUPPORT
 2	 3	 4	 1	 2	 1	 2
						
SUPPORT	SUPPORT	SUPPORT	COMMAND	COMMAND	COMMAND	COMMAND

Instructions for use and blank counters are found on the data card sheets.



CONQUEROR!

ROBOTS IN ADEPTUS TITANICUS

by Jervis Johnson

The Adeptus Mechanicus is a vast organisation, and the Titan Orders of the Collegia Titanica form but one of its fighting arms. Another arm of the Adeptus Mechanicus is the *Legio Cybernetica*, which fields its Battle-Robots in support of Space Marine and Imperial Guard forces on a thousand battlefields. During the wars of the Horus heresy, Robots were fielded by both Loyalists and Traitors. This article provides rules for Imperial and Traitor Robots in *Adeptus Titanicus*.

Robots are similar in most ways to Dreadnoughts, and all of the rules that apply to Dreadnoughts apply equally to Robots. However, Robots are distinguished from Dreadnoughts by the fact that they have no crew. In place of a crew, they have a *program*.



MOVEMENT

A Death-Roller covers four squares and has a *facing* just like a Large Monster (see **Star Players**).

The Death-Roller can make one of the following moves:

- move 1-4 squares straight ahead
- turn in place but not move
- reverse 1 square straight back

A Death-Roller that moves in reverse may not make an attack in the same turn.

If the Death-Roller's move would take it into an occupied square it must come to a halt immediately.

Loss of Control

The Death-Roller is a difficult machine to control, especially at speed. To represent this you must declare the number of squares the Death-Roller will move *before* it is moved and then roll a D6. If the score on the dice is less than the number of squares declared the machine goes *out of control*.

A Death-Roller that is out of control will move randomly. Roll a D6 for each square of movement you declared, and refer to the *Random Move Table*:

Random Move Table	
D6 Roll	Result
1-2	Swing Left: Turn the Death-Roller 90° left, and then move it one square forward.
3-4	Straight: Move the Death-Roller one square forward.
5-6	Swing Right: Turn the Death-Roller 90° right, and then move it one square forward.

If a random move would force the Death-Roller to enter an occupied square, it must immediately stop and attack the player(s) in its *Attack Zone* (see *Attacks* below).

If a random move forces the Death-Roller to move over a sideline, even partially, it is removed from play - it is now happily ploughing its way through the crowd! It may be able to return to play as normal after the next Touchdown.

ATTACKS

The two squares directly in front of a Death-Roller are known as its *Attack Zone*. A Death-Roller may make a block against players in its *Attack Zone* once it has finished its move.

If the Roller makes a block it must attack both squares, making a *multiple block* if it is attacking two standing players (see below for prone players). The Death-Roller may attack even if it hasn't moved.

Note that a Death-Roller does *not* attack when moving in reverse, although it must still come to a halt if its move would take it into an occupied square.

Add the number of squares the Death-Roller has moved this turn to its **ST** when it makes a block. In addition, the Roller gets the 'skill' of *Mighty Blow*, with a level equal to the number of squares it has moved this turn. For example, a Roller is moved 3 squares and then makes a block: it has a **ST** of 11 and *Mighty Blow* skill at level 3.

Any prone players in the squares that a Death-Roller is attacking must make an *Armour* roll to avoid injury (with appropriate modifiers for the Death-Roller's *Mighty Blow* skill). Do not roll on the *Block Table* for these players. If there is one standing and one prone player in the *Attack Zone*, the Roller makes a normal block against the standing player and the prone player makes an *Armour* roll.

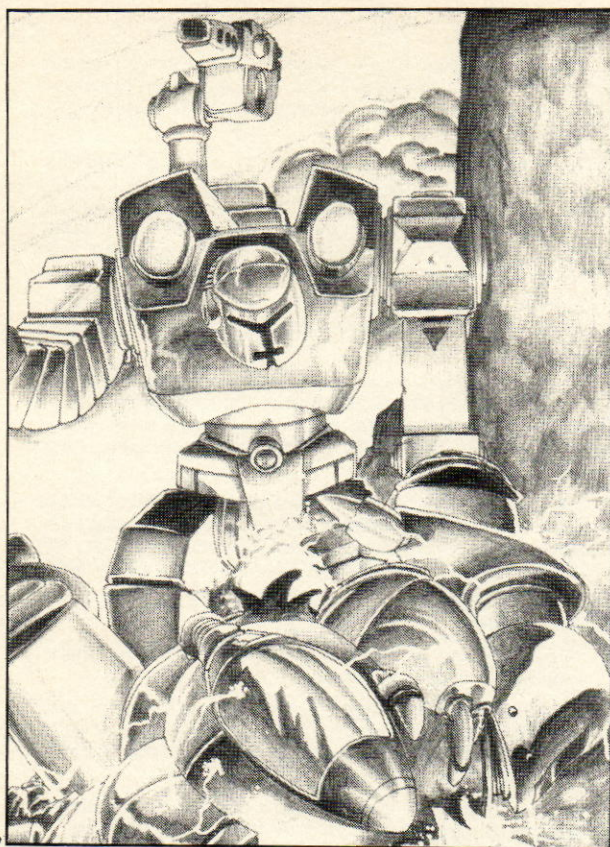
Damaging a Death Roller

If a Death-Roller is ever knocked over it must make an *Armour* roll, and is *broken* if it fails the roll. This is the only effect of being knocked over for a Death-Roller - it does not have to 'stand up' if the *Armour* roll is passed.

A Death-Roller that is stunned is automatically broken - there is no need to make an *Armour* roll.

A broken Death-Roller remains on the pitch, but may not move. It is removed from play once the next Touchdown has been scored and cannot take any further part in the game. Players may not move into squares occupied by a broken machine. The Dwarf crewman is considered to have been seriously injured in the crash, and may no longer be used in the game.





ROBOT PROGRAMS

Each Robot detachment (*not* each individual robot) must be given one *program* for the duration of the game. Place a *program counter* beside each detachment at the start of the game. The program counter may *not* be changed once the game has started. We have provided a set of counters for you to photocopy. Stick the counters onto a piece of card and cut them out ready for use.

The following programs are available:

Battle Program: This is a general-purpose program, which makes the Robot detachment seek out and engage the nearest enemy.

Support Program: As its name suggests, the Support Program makes the Robot detachment avoid close combat with the enemy, while laying down supporting fire for friendly units.

Defensive Program: This program is used when a Robot detachment is used to defend a point on the battlefield. The Robots will fire on any enemy units within range, and charge into close combat with any enemy infantry that comes too close.

Take & Hold Program: This orders the detachment to advance to a nominated point and defend it.

The order counter that is given to a Robot detachment in each *order phase* is decided by the detachment's program. Refer to the *Robot Orders Table* for each detachment, and read down the list until you find the first case that applies to *any* of the Robots in the detachment. The order counter that is given to the detachment is listed to the right. You must always start at the top of the list and work down, and you must stop at the first case that applies even if it only applies to one of the detachment's Robots.

ROBOT ORDERS TABLE

BATTLE PROGRAM	Orders
Enemy infantry stand within charge range	Charge
Enemy within weapon range	First Fire
Enemy in sight	Advance
No enemy in sight	No orders
SUPPORT PROGRAM	Orders
Enemy infantry stand within charge range	Fall Back
Enemy within weapon range	First Fire
Enemy in sight	Advance
No enemy in sight	No orders
DEFENSIVE PROGRAM	Orders
Enemy infantry stand within charge range	Charge
Enemy within weapon range	First Fire
Enemy in sight	First Fire
No enemy in sight	No orders
TAKE & HOLD	Orders
Enemy infantry stand within charge range	Charge
Objective not yet reached	Advance
Enemy within weapon range	First Fire
Any other situation	No orders

Charge Orders: Charge nearest enemy infantry stand - the Robots must enter close combat if possible.

Advance Orders: Advance towards nearest enemy (except *Take & Hold* - see below).

First Fire Orders: Fire on nearest enemy.

Fall Back Orders: Move directly away from the enemy infantry stand. If there is more than one enemy unit within charge range or if the *Fall Back* move would take the detachment into another stand's charge range, the detachment should move so that it ends up further from any enemy infantry stand than when it began the move.

No Orders: The detachment remains stationary. If the enemy move with weapon range later in the *movement phase*, the Robots fire at the nearest enemy during the *advance segment* of the *combat phase*.

TAKE & HOLD

Take & Hold programs require an *objective*. Use an objective counter to mark the objective for a detachment. The objective counter may be placed anywhere on the table, including areas that are not currently with the Robot's line of sight. The counter may not be placed on a Titan base, vehicle or infantry stand - it is used to mark an objective *location*, not an enemy target.

Take & Hold program counters and the *Objective* counters have a number, so you can tell which objective counter applies to which detachment. For example, the Robot detachment with the *Take & Hold 1* program will advance towards *Objective 1*.

Robots with *Take & Hold* programs that have *Advance* orders *must* move towards their objective counter. The only deviations they may make from a direct path is in order to avoid impassable terrain. This does not stop them changing direction to charge infantry along the way.

An objective has been reached when any Robot in the detachment moves within 2cm of the objective counter. The counter is then removed from the table.

CONQUEROR!

ROBOT DATA CARDS

Robot data cards are almost identical to those for Dreadnoughts, except that they include one new entry - *close assault factor* (CAF). Add the Robot's CAF to the dice roll when it is engaged in close combat with an infantry stand.

ROBOT DETACHMENTS

Robot detachments, or *maniples*, consist of four Robots of the same type. They may be used by Rebel or Imperial forces.

Note that the battle rating for a Robot detachment is equal to 75% of the combined *battle rating* of its Robots - it is three times the *battle rating* of an individual Robot, not four. This is because the Robots' programming imposes certain restrictions upon them by comparison with Dreadnoughts.

The five types of Robot detachment are as follows:

Detachment Type	Number and Class of Robot	Battle Rating
Castellan Maniple	4 x Castellan	105 points
Cataphract Maniple	4 x Cataphract	165 points
Colossus Maniple	4 x Colossus	120 points
Conqueror Maniple	4 x Conqueror	120 points
Crusader Maniple	4 x Crusader	165 points

Actuators wheezing, the *Gloria Mundi* finally reached the valley floor. Ferrera, the Titan's Princeps, hadn't realised that he had been holding his breath, and he let it out slowly, enjoying his relief.

The machine was beginning to show its age, and the pounding that it had taken had not helped. The cooling harness creaked as it tried to keep *Gloria*'s damaged systems from boiling over. Every once in a while, the ready lights on the last remaining weapons flickered. Ferrera knew that somewhere the wiring to the las-cannons was damaged.

"Nearly home," Ferrera said. His crew said nothing. With the shields down, they knew better than to waste time on pleasantries.

Ferrera moved *Gloria* forwards, stepping over a small stream. Then he saw the armoured figures in the tree line, a line of a dozen robots, watching his every move. They stood directly in his path, astride the only available route towards the Order's base.

The Titan stepped forwards again, and the Robot's advanced, matching Ferrera's move. As one, they raised their guns, sighting on *Gloria*'s head, where Ferrera sat. He stopped the Titan and took one step backwards. The Robot's lowered their weapons.

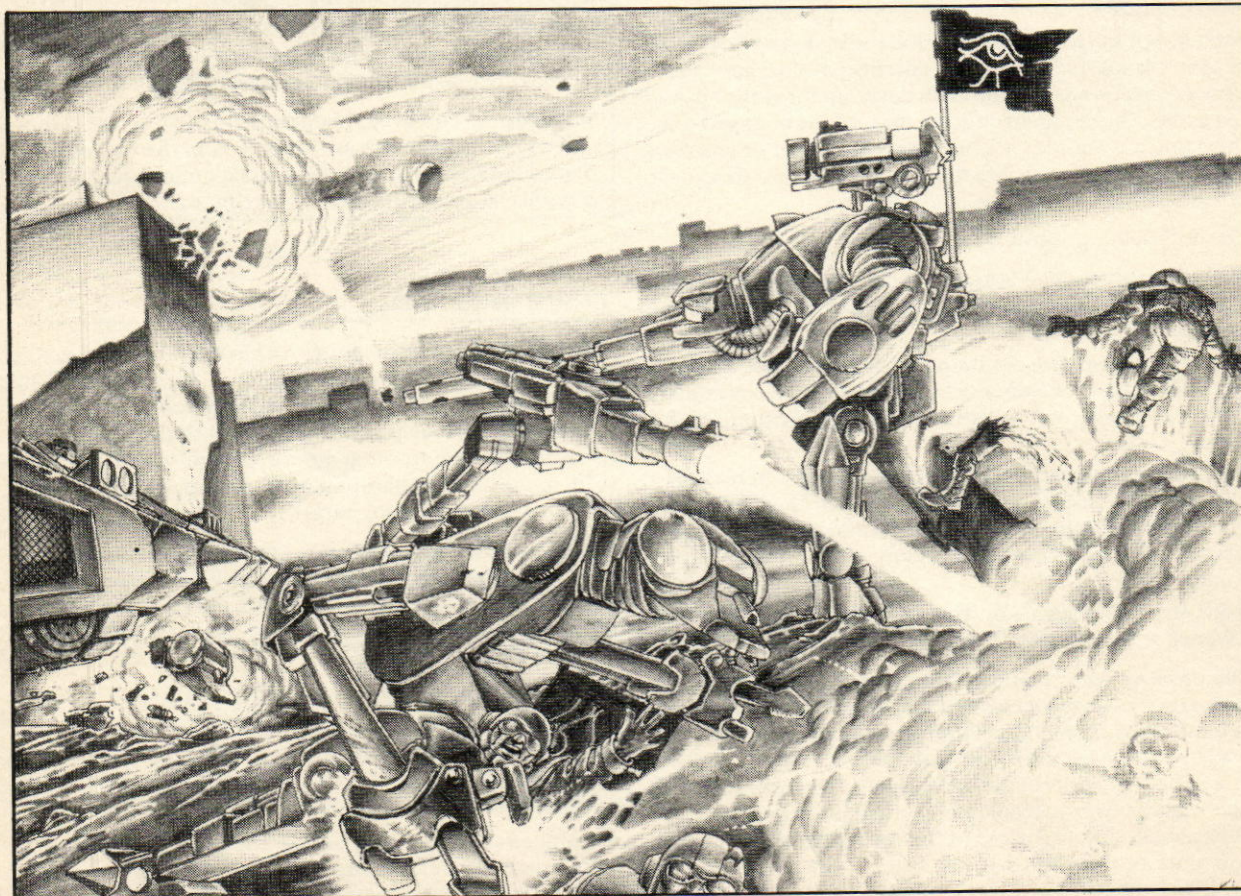
"Kylos, melt them down."

"Unable, Princeps," Kylos, the las-cannon's Moderatus, sounded weary. "I've just lost fire control."

"Emperor's Teeth!" Ferrera pushed *Gloria* forwards, and the Robots took fresh aim. He pulled back and, or so it seemed to him, the Robots relaxed again. Forwards, back. Forwards, back. Stalemate.

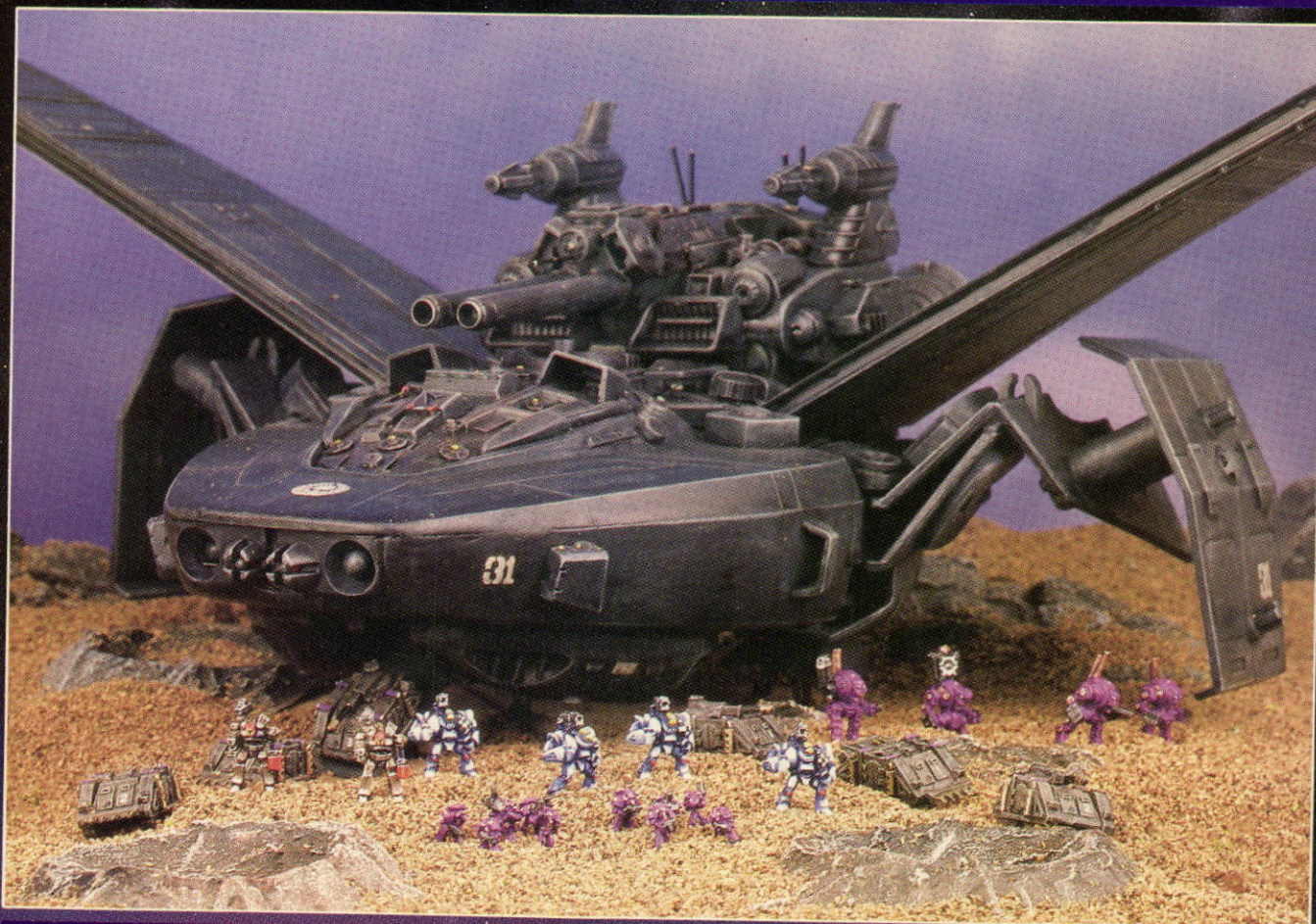
The hum of power from *Gloria*'s reactor deepened and became rougher. Ferrera looked down at his controls.

"I think we have a problem."





A robot skirmish during the Scouring of Entessian. Two Firebrands Titans, accompanied by Dreadnoughts and Conqueror Class Robots of the Red Scorpions Space Marine Chapter, encounter a small holding force of Rebel Robots while making a flanking attack on the industrial sector of Myrdinn City.

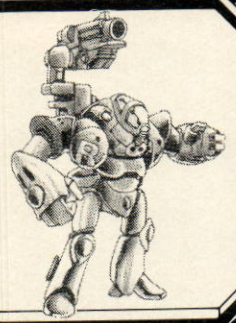


Traitor forces deploy from an Assault ship during the attempted relief of Brandstat on Tarren IV. Rhino forces of the Emperor's Children advance while Marines, Dreadnoughts and Colossus and Castellan Class Robots secure the landing area.

*Top: Models painted by Mike McVey, Darren Matthews, Phil Lewis and Graeme Davis.
Bottom: Models painted by Darren Matthews and Tony Cottrell. Assault ship by Tony Cottrell.*

CONQUEROR!

CASTELLAN





WEAPONS

Heavy Bolter (FxF)

ARMOUR RATING 0	DAMAGE RATING +1
SPEED 4/8	CLOSE ASSAULT FACTOR +4

BATTLE RATING 35



CATAPHRACT





WEAPONS

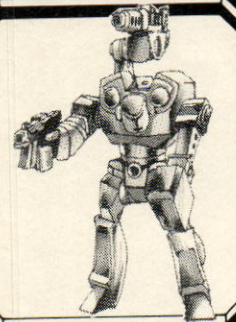
Las Cannon (FxF)
Bolter (LA)
Flamer (RA)

ARMOUR RATING 0	DAMAGE RATING +1
SPEED 6/12	CLOSE ASSAULT FACTOR 0

BATTLE RATING 55



COLOSSUS





WEAPONS

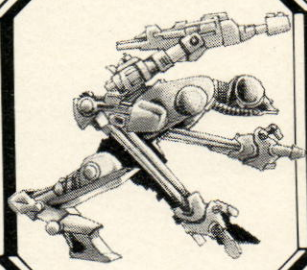
Melta-Gun (FxF)
Vehicle Mounted
Bolter (RA)

ARMOUR RATING 0	DAMAGE RATING +1
SPEED 4/8	CLOSE ASSAULT FACTOR +2

BATTLE RATING 40



CRUSADER





WEAPONS

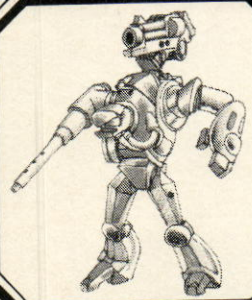
Las-Cannon (FxF)

ARMOUR RATING +1	DAMAGE RATING +2
SPEED 8/16	CLOSE ASSAULT FACTOR +3

BATTLE RATING 55



CONQUEROR





WEAPONS

Auto-Cannon (FxF)
Heavy Bolter (RA)

ARMOUR RATING 0	DAMAGE RATING +1
SPEED 6/12	CLOSE ASSAULT FACTOR +1

BATTLE RATING 40







DEATH BLOW!

ADVANCED DAMAGE RULES FOR ADEPTUS TITANICUS

by Jervis Johnson

The following rules introduce several new categories of superficial damage, adding a new level of detail to the *Adeptus Titanicus* rules. These new rules are optional, and both players must agree on whether or not to use them before the start of a game.

TITAN ROSTER

In order to use these rules, you will need a copy of the *Titan Roster* for each Titan in your force. A blank Titan Roster is included with this article, for you to photocopy and use in your own games.

A Titan Roster contains the following information:

Titan ID: This tells you which of your Titans the Roster refers to. You can use a number, painted onto the Titan's base, carapace or banners; or you can record some identifying feature of the Titan, such as a personal emblem on a weapon banner.

Data Card Information: Copy out the information from the Titan's Data Card into the appropriate boxes.

Rerolls: This space is only used in the campaign game. Record the number of dice rerolls (if any) available to the Titan's crew here. Don't forget to reduce the number as the rerolls are used up.

Skills: This space is only used in the campaign game. Record the skills (if any) available to the Titan's crew in this space.

Damage: Record any damage to the Titan in this section. Any damage that is repaired should be erased or crossed out. It is a good idea to use a pencil to record the Titan's damage.

Kills: Record the Titan's kills here.

Titan ID 		
Left Carapace	DATA CARD INFORMATION	Right Carapace
	Speed	
Left Arm	Battle Rating	Right Arm
	Void Shields	
Remarks:		
Rerolls	Skills	Damage
Kills		

REPAIR ROLLS

The repair rules in the *Adeptus Titanicus* rulebook are not substantially changed, but repair and malfunction rolls are now combined into a single dice roll. This single repair roll is still made during the *repair phase*, following any rolls to see if downed Void Shields have become operational again.

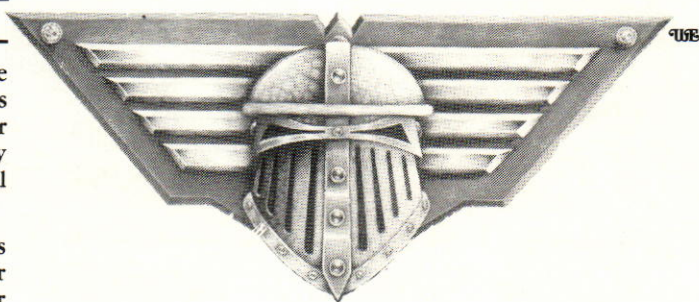
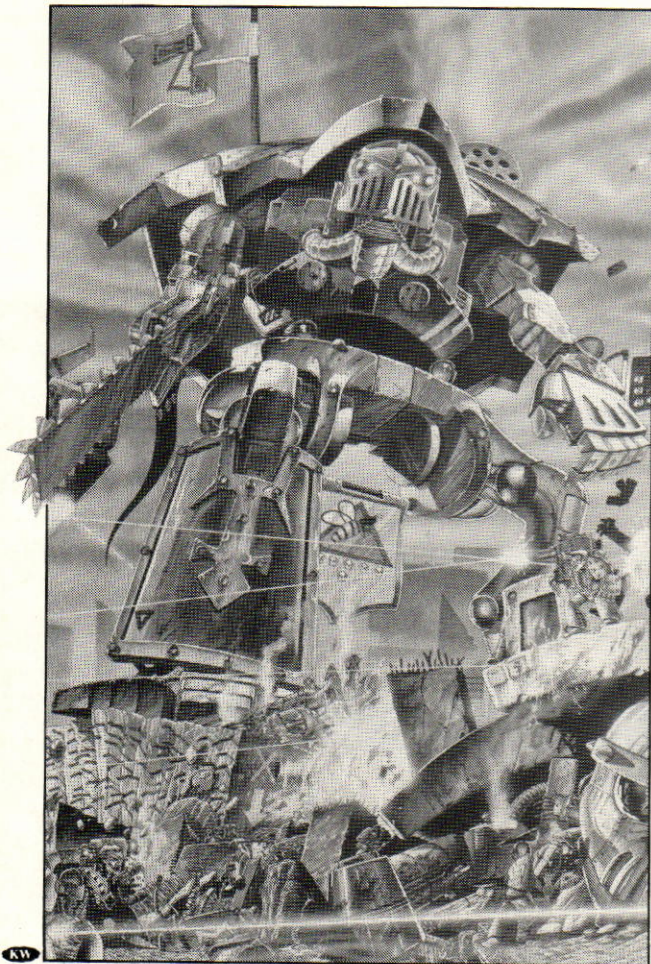
Any damaged weapon or system may be repaired, unless the damage tables specifically say otherwise. Roll a D6 for each weapon or system that you are attempting to repair and add or subtract any *Repair Roll Modifiers* (see below). If the modified dice roll is 5 or more the system has been repaired; if it is 1 or less the system has malfunctioned and suffered *Catastrophic Damage*. Any other roll means the system remains damaged - another repair roll may be made in the next *Repair Phase*.

REPAIR ROLL MODIFIERS

Damage Control orders	+1
Phantom Class Eldar Titan	+1
Repair Systems damaged	-1

THE RULE OF 1 AND 6

When making a repair roll, a natural (ie unmodified) roll of 6 *always* results in the system being repaired, and a natural roll of 1 *always* results in the system malfunctioning.



LEVEL OF DAMAGE

As stated in the rulebook, a successful hit against a Titan while all of its Void Shields are down causes real damage.

The following is an alternative system to determine the effects of such shots, and replaces the procedure given in the rulebook.

For each hit that causes real damage, you should roll a D6 and consult the following table to discover the *level of damage*.

LEVEL OF DAMAGE TABLE

Weapon	Hit Deflected	Superficial Damage	Critical Damage
Heavy Weapons			
Auto-Cannon	1 or less	2-5	6 or more
Las-Cannon	1 or less	2-3	4 or more
Missile-Launcher	1 or less	2-4	5 or more
Multi-Launcher	1 or less	2-4	5 or more
Multi-Melta	1 or less	2	3 or more
Plasma Gun			
- Sustained	1 or less	2-5	6 or more
- Maximal	1 or less	2-4	5 or more
Very Heavy Weapons			
Defence Laser	1 or less	-	2 or more
Macro-Cannon	1 or less	2	3 or more
Plasma Cannon			
- Sustained	1 or less	2-5	6 or more
- Maximal	1 or less	2	3 or more
Pulse Laser	1 or less	2-3	4 or more

Modifier: add +1 to the *level of damage* roll if the target is a *lightweight* Titan (eg a Warhound Class Scout Titan).

Hit Deflected: the hit was only a glancing blow and has no effect on the Titan.

Superficial Damage: roll 2D6 and refer to the *Superficial Damage Table*.

Critical Damage: roll 2D6 and refer to the *Critical Damage Table*.

CUMULATIVE DAMAGE

If an already-damaged weapon or system is hit again, roll a D6 for *cumulative damage* as normal, *unless* the damage table states that further hits have no effect. A roll of 1-3 means the second hit has no effect; a roll of 4-6 means the Titan suffers *Catastrophic Damage* - apply the normal *Catastrophic Damage* rules from the *Adeptus Titanicus* rulebook.

SUPERFICIAL DAMAGE TABLE

2D6 Roll	Result
2	Static - An electro-magnetic pulse surges through the Titan's electrical systems, disrupting them for a short time. The Titan may not do anything for the rest of this turn or any of the next turn. The damage is <i>automatically</i> repaired in the <i>end phase</i> of the next turn.
3	Psychic Shock - One of the Titan's Moderati (or one of the crew in the case of an Eldar Titan) suffers a disabling MIU overload. See <i>Crew Injuries</i> for the effect it has on play.
4	Left Carapace - Any weapons mounted on the left carapace are <i>damaged</i> , but may be repaired. If the Titan has only one carapace location, like the Reaver Class, then this result affects that location. The hit has no effect if the target does not have any weapons in this location.
5	Weapon Sensors - The Titan's weapon sensors have been damaged and may <i>not</i> be repaired. The Titan suffers a -1 modifier to hit from now on. Any further hits in this location have no effect.
6	Left Arm - Any weapons mounted on the left arm are <i>damaged</i> , but may be repaired. The hit has no effect if the target does not have any weapons in this location.
7	Systems Failure - If the Titan's MIUs or Reactor are already damaged, they <i>automatically</i> suffer <i>Catastrophic Damage</i> now. If neither is damaged, the hit has no effect.
8	Right Arm - As 6: <i>Left Arm</i> above but the hit affects weapons on the right arm.
9	Movement Sensors - The Titan's movement sensors have been damaged, and may <i>not</i> be repaired. The number of 45° turns it may make in a turn are reduced by one (to a minimum of 1). Any further hits in this location have no effect.
10	Right Carapace - As 4: <i>Left Carapace</i> above but the hit affects weapons on the right carapace.
11	Repair Systems - The Titan's auto-repair systems have been damaged, and may <i>not</i> be repaired. All future repair rolls suffer a -1 modifier. Any further hits in this location have no effect.
12	Knockout Blow! - The head of the Titan is severely damaged, and may <i>not</i> be repaired. The <i>Principes</i> (or one of the crew in the case of an Eldar Titan) is injured: any anti-personnel weapons may no longer be used and see <i>Crew Injuries</i> for additional effects to the <i>Principes</i> of an Imperial Titan. If the crew ejects later in the game, go straight to <i>Escape Table 2</i> . Any further hits in this location have no effect.

CRITICAL DAMAGE TABLE

2D6 Roll	Result												
2	Reactor Damaged - The reactor's power output is reduced to a trickle. All available power is being channelled into the auto-repair systems. The Titan may not be given any orders - including <i>Damage Control</i> orders - until the reactor is repaired, and therefore cannot move or fire.												
3	Mind Impulse Units Damaged - The Titan is given orders as normal, but may go out of control. Until the Mind Impulse Units are repaired, roll a dice at the start of each movement phase and each combat phase to see what the Titan will do: <table><tr><th>D6 Roll</th><th>Movement Phase</th><th>Combat Phase</th></tr><tr><td>1-3</td><td>Move normally</td><td>Fire normally</td></tr><tr><td>4-5</td><td>May not move</td><td>May not fire</td></tr><tr><td>6</td><td>Random move</td><td>Random fire</td></tr></table> Random Move: The opposing player may move the Titan, within the restrictions of the orders the Titan has for the turn. Random Fire: The Titan fires all of its weapons at the nearest target available - friend or foe! - within the restrictions of the orders the Titan has for the turn and the rules for LOS. If there is a choice of targets, the opposing player can choose which weapons are used and what they fire at.	D6 Roll	Movement Phase	Combat Phase	1-3	Move normally	Fire normally	4-5	May not move	May not fire	6	Random move	Random fire
D6 Roll	Movement Phase	Combat Phase											
1-3	Move normally	Fire normally											
4-5	May not move	May not fire											
6	Random move	Random fire											
4	Left Carapace - Any weapons mounted on the left carapace are destroyed and may <i>not</i> be repaired. If the Titan has only one carapace location, like the Reaver Class, then this result affects that location. Roll again if the target does not have any weapons in this location, or if they have already been destroyed.												
5	Void Shield Generators Destroyed - All Void Shields are knocked down, and may <i>not</i> be repaired. The Titan is without Void Shields for the rest of the game. Count any further <i>Void Shield Generators Destroyed</i> results as <i>Reactor Damaged</i> instead.												
6	Left Arm - Any weapons mounted on the left arm are destroyed and may <i>not</i> be repaired. Roll again if the target does not have any weapons in this location, or if they have already been destroyed.												
7	Legs Damaged - The Titan may no longer be given <i>Charge</i> orders. If it is given <i>Advance</i> orders, it may only make one 45° turn during the course of the move. It may still make a 45° turn if it is given <i>First Fire</i> orders.												
8	Right Arm - As 6: <i>Left Arm</i> above but the hit affects weapons on the right arm.												
9	Void Shield Generators Destroyed - As 5 above.												
10	Right Carapace - As 4: <i>Left Carapace</i> above but the hit affects weapons on the right carapace.												
11	Mind Impulse Units Damaged - As 3 above.												
12	Reactor Damaged - As 2 above.												

CREW INJURIES

IMPERIAL TITANS - MODERATI

Roll a D6 to see which Moderatus has been injured.

D6 Roll	Result
1-2	Left Arm
3-4	Right Arm
5-6	Carapace

The indicated Moderatus is too badly injured to control his weapons (note that *all* carapace-mounted weapons are controlled by a single Moderatus). Another Moderatus may take over these weapons, but suffers a -1 modifier to hit and may not fire his own weapons and those of the injured Moderatus in the same turn.

If you have one or more injured Moderati, you must declare which weapons are firing before rolling to hit.

IMPERIAL TITANS - PRINCEPS

The Princeps is too badly injured to control the Titan, and control must be taken over by one of the Moderati (the player may decide which). This Moderatus may no longer use his weapons.

Roll a D6 at the start of each *orders phase*: on a roll of 1, the Titan suffers *reduced control*.

A Titan suffering *reduced control* must use the same orders as it used last turn. The number of 45° turns the Titan may make are reduced by one (to a minimum of 1), and all *difficult terrain test* dice rolls suffer a -1 modifier. The Titan suffers a -1 modifier to hit in close combat, and close combat opponents receive a +1 modifier to hit.

If there is no uninjured Moderatus to take over control, the Titan grinds to a halt as if it had damaged MIUs.

PHANTOM CLASS ELДАР TITANS

Because the crew of a Phantom Class Eldar Titan are in mental rapport, a *Psychic Shock* result will stun the whole crew for one turn, in addition to injuring *one* of them.

The Titan may not attack, and may not be given any orders in the turn following the damage.

Longer-term effects depend on the number of crew members who have been injured:

Number of Injured crew	Effect
1	None. The Eldar Titan may operate as normal.
2	The Eldar Titan must choose orders at the same time as non-Eldar Titans. All rolls to hit suffer a -1 modifier.
3	As 2, plus the Titan loses its +1 to hit modifier with close combat weapons and counts as being <i>highly manoeuvrable</i> instead of extremely manoeuvrable.

The only effect of a *Knockout Blow* is to stop the crew ejecting or firing any anti-personnel weapons. The damage does not affect the Titan's Infinity Circuit.

LONG TERM CREW INJURY EFFECTS

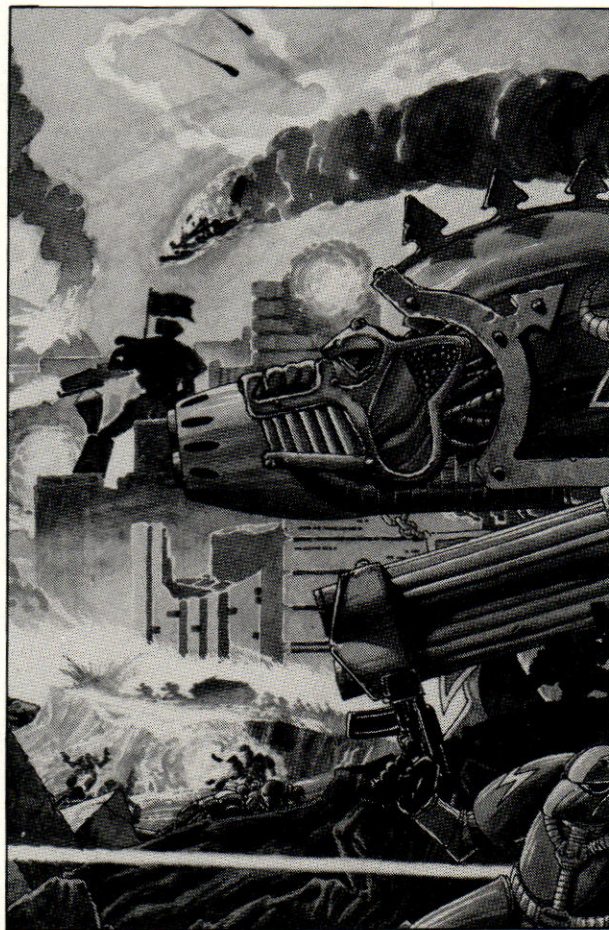
If you are playing the campaign game, roll a D6 and consult the *Crew Injury Table* to find the long term effects of a crew-member's injury. Only roll once on the table, regardless of how many crewmen are injured.

CREW INJURY TABLE

D6 Roll	Result
1	Slight Wound - the injured crew recover fully in time for next game.
2-4	Serious Wound - this Titan crew may not be used for the next 3 games.
5-6	Killed - a replacement crew member is drafted in, and the Titan is ready for the next game. However, the crew is not so efficient as it was before:

Imperial Titans: the crew loses 10% of its experience points (rounding up) for each Moderatus killed, and 70% if the Princeps is killed. Skills are never lost unless the Princeps is killed, in which case *all* skills are lost.

Eldar Titans: the crew loses 25% of its experience points (rounding up) for each crew member killed. For each skill the crew has, roll a D6 and add the number of dead crew members; on a roll of 7 or more, the skill is lost.



ORKS

RULES FOR GARGANTS, VEHICLES AND INFANTRY



Shagrudd Deathblaster stood on the bridge of the *Stompsmasher*. Behind his flagship stood four other Gargants; at their feet, thousands of Orks and hundreds of war machines waited, ready for battle. All eyes were on the cloud of dust in the distance.

Shagrudd raised his telescope to his good eye. The Human force was strong - three Warlord Titans and a Warhound Scout strode forward among a shifting carpet of Space Marines, Land Raiders, and smaller vehicles. His eye narrowed as he judged their range - it was time. He picked up a speaking tube.

"MOVE!" Metal groaned as the *Stompsmasher* heaved into motion. "Left a bit an' flat out!" Gretchins scurried to raise signal-flags, and the other Gargants stirred. Buggies and Wartraks shot forward on either flank, racing each other to the enemy. In their dust-cloud, Dreadnoughts stumped onward behind a vast crowd of running, yelling Ork warriors. The Boyz were going to stomp Humie.

"Belly gun!" Howled Shagrudd. "Airburst! Get that little zogger!"

The Gargant shook, and a huge explosion shrouded the Warhound. Only the stumps of legs remained. Shagrudd grinned - first shot, first kill. Even above the din of the moving Gargant, he could hear the Boyz cheering.

The Wartraks and Buggies began firing. A few shots fell short, but satisfying explosions appeared along the lines of Space Marines. Land Raiders rushed to help their comrades, firing as they came. The *Stompsmasher* crushed one underfoot in passing, as shells from its turret guns traced a flaring line across a Warlord's shields. To Shagrudd's left, the *Deathstomper* lost a turret and started belching smoke.

The *Stompsmasher* was rocked by a series of explosions - the power fields were gone, and the *Stompsmasher* was starting to suffer damage. But one Warlord was weakened - the shells from Shagrudd's guns stopped flaring off its shields and started to smack against its hide.

"CHAINSHOT!" The Mega-Cannon roared, and the huge chain wrapped itself around the legs of the unshielded Titan in a whirling blur. The Warlord stood stock-still for a moment, and then toppled like a felled tree. A Company of Space Marines failed to get out of its way.

There was a bang and a shudder and smoke belched up from the Gargant's innards. Gretchins scurried into the maze of pipes and cables clutching wrenches and oily rags. There were a few shrieks and a smell of scorching flesh, but the smoke began to clear.

Meanwhile, the *Headcrusher* had rammed another of the Warlords. The jaws of its Snapper shredded a knee while its chain fist delivered a devastating uppercut. But the fight was not one-sided. The *Deathstomper* burned fiercely now, and the *Corpsegrinder* had run out of control across the battlefield, crushing both sides in an infantry skirmish before finally embedding itself in a building.

Shagrudd signalled the *Bigripper* to circle round the last Warlord. Humie couldn't face two ways at once. The Titan turned all its weapons on the *Stompsmasher* in a tremendous volley, and Shagrudd was thrown across the bridge. When he regained his feet, he could hardly see for choking black smoke. Three of the four turrets were out, but the belly gun was still working.

"SHELL!" He howled down the speaking tube. Simultaneously, the Warlord was caught in an airburst from the *Bigripper*, blowing both its arms off and showering sparks from its carapace.

Below, Maniks charged howling at a building where a few Humans still held out. Shagrudd looked back up at the Warlord. It was advancing unsteadily.

"WURZ THAT ZOGGIN' SHELL?" he bawled. As if in answer, there was a mighty explosion. For a moment Shagrudd thought the *Stompsmasher* itself was hit, but then he saw that the Warlord had ceased to exist. All that remained was a crater, filled with bubbling plasma.



GARGANTS

Like many products of Orkoid military engineering, the Gargant relies on comparatively simple technology and devastatingly heavy firepower, an attitude summed up by Boss-Mek Badlug One-Leg in his oft-quoted dictum "S'gorra be dead shooty, wiv loadza gunz all over."

Orks do not rely on auto-systems to the same extent as other races, and Gargants carry a large crew of both Orks and Gretchins. The crew is led by a Kaptin, who relays orders through a body of officers. A speaking-tube is the preferred method of communication within a Gargant. Each officer is in charge of one section of the Gargant, be it a weapon, the magazine, the engine room, or whatever. Under the officer is a crew of Orks and Gretchins who carry out the orders passed down to them. Repair crews are composed of Gretchins, whose smaller build suits them to crawling through cramped spaces armed with wrenches and oily rags.

Gargants are protected by up to eight banks of *power fields*. In practical terms, a power field is very similar to a void shield, but cannot be repaired - when a hit is absorbed, one field generator is permanently destroyed.

GARGANT MOBS

Gargants operate in flotillas of up to six known as *Mobs*. Each Mob is under the command of a Mob-Boss, whose orders are relayed to the rest of the Mob by means of semaphore or heliograph signals. The Mob-Boss always commands the strongest Gargant in the Mob - given the Orkoid predilection for infighting and assassination, this is a sensible precaution as well as a matter of pride.

The number of Mobs the Ork player has depends on how many Gargants are in his force. If he has 1-6, they will all be in one Mob, if he has 7-12 they will be in two Mobs (one with six Gargants and the other with the rest), and so on. The Boss-Gargant - the Gargant used by the commander of the Boss - must *always* be the one with the highest battle rating in the Mob. In the event of a tie, the Ork player may choose. A force of more than one Mob is known as a *Big Mob*, and is commanded by the Mob-Boss whose Boss-Gargant has the highest battle rating.

MOB COHERENCY

Because commands from the Boss-Gargant are relayed by semaphore and similar primitive signalling systems, a Mob of Gargants needs to stay reasonably close together so that orders are not missed or misinterpreted. Because of this, all Gargants in the Mob should attempt to stay within 24 cm of the Boss-Gargant. A Gargant which is not within 24 cm of the Boss-Gargant in the order phase is *out of command*, and must roll on the *Out of Command Orders Table* (see *Command Radius* in the *Order Phase* section).

DESIGNING GARGANTS

Ork Gargants can be designed using the advanced Titan design system (see *Designing Imperial Titans*) and the details given in this section.

GARGANT WEAPON LOCATIONS

Gargants have five standard hard points; one *belly gun* and four *turrets*. The belly gun is a special weapon location, used to house either a Gut Buster mega-cannon or a Snapper close assault weapon. The turrets are mounted on the arms of the Gargant, with an *upper turret* on the shoulder and a *lower turret* at the end of the arm. In addition to the five standard locations, some Gargants have an additional *head turret*.

WEAPON CONFIGURATION

Orks use the weapon configuration rules as normal. However, Gargants may *never* be fitted with missile mounts, multi-launchers or defence lasers, even if the configuration code for a location would normally allow them to be fitted.

The belly mount of the Gargant houses either a Gut Buster or a Snapper, weapons which are unique to the Orks. These are fully detailed later in this section.

DEVICES

Gargants may never be fitted with devices.

GARGANT DATA TABLE

Variant	Belly Gun	Upper Turrets		Lower Turrets		Head Turret	Power Fields	AR	Battle Rating
		Left	Right	Left	Right				
Smasher	Gut Buster	4/0/D	4/0/D	3/1/C	3/1/C	3/1/A	8	0	1000
Smasher	Gut Buster	4/0/D	4/0/D	3/1/C	3/1/C	none	8	0	900
Crusher	Snapper	4/0/D	4/0/D	3/1/C	3/1/C	3/1/A	8	0	900
Crusher	Snapper	4/0/D	4/0/D	3/1/C	3/1/C	none	8	0	800

Notes

Turret Configurations: the three-digit code for turrets is arranged as follows: the first number is the grade of any *heavy weapons* fitted in the turret; the second number is the grade of any *very heavy weapons* fitted in the turret. The letter tells you which weapons may be fitted; A means that any weapon may be fitted; C means that no las-cannon or multi-launcher may be fitted; D means that no very heavy weapons, missile mounts, las-cannon or multi-launchers may be fitted. *None* indicates that the Gargant does not have that turret. Each turret may only hold one weapon.

Power Fields: the number of operational power field generators at the start of the game.

AR: the Gargant's armour rating.

Battle Rating: the Gargant's battle rating remains the same no matter what weapons are fitted in the turrets.

Note: the grade of a weapon is the same as the number of barrels.

ROSTER SHEET

A roster sheet must be filled out for each Gargant in the Ork player's force. The roster sheets are not secret, and may be inspected by either player at any time.

Weapons: Note down the weapons mounted in each turret and in the belly. If the Gargant is fitted with a Gut Buster, note down the type of ammunition it is loaded with.

Power Fields: Gargants use power fields in the same way that Human Titans use void shields. The only effective difference is that when a power field is knocked down, it may not be repaired during the battle. This space is used to keep track of the Gargant's current number of power fields.

Crew: The Gargant's crew are represented by officer and crew units. A *crew* unit represents an Ork Mekaniak overseer with a dozen or more Gretchin and Snotling crew. Crew units are: *Stokers* - enjun room crew; *Gunners* - belly gun crew; *Riggers* - repair crews; and *Boyz* - squads of five Ork warriors who ride into battle on the Gargant.

Officer units represent individual Ork officers: the *Kaptin* and his *Mate*; the *Gunboss* and *Flagboss* - the bridge gunnery officer and signals officer; the *Top Gunboy* - the belly gun officer; and the *Boss-Mek* - the chief engineer, the senior Mekaniak on the Gargant.

Officers and crew can be killed as a result of the Gargant suffering damage (see *Gargant Damage Tables*), and they are crossed off the roster sheet as they are killed.

Notes: This space is used to record any special notes, such as the number of fires that are burning in the Gargant.

PREPARING FOR BATTLE

Because Gargants behave in a different way to Titans, there are a few things that must be done before battle can commence.

POWER FIELDS

The power field generators (PFGs) on Gargants are less reliable than the VSGs of Human Titans. The Ork player must roll 1D6+2 (ie roll 1D6 and add 2 to the score) for each Gargant at the start of the game. The result is the number of operating power fields that the Gargant has, and it should be noted on the roster sheet.

The Boss-Gargant *always* has 8 power fields - part of the reason why the other Gargants may not have a full complement of power fields is that the Mekboyz have been too busy repairing the Boss-Gargant, if they know what's good for them.

SPECIAL AMMUNITION

The *Gut Buster*, which can be fitted to the belly gun mount, has a wide range of ammunition available to it, which is described later in this section. If you are using one or more Gargants armed with the Gut Buster, you must record the available ammunition on the Gargant's roster sheet before the game starts.

SETTING UP

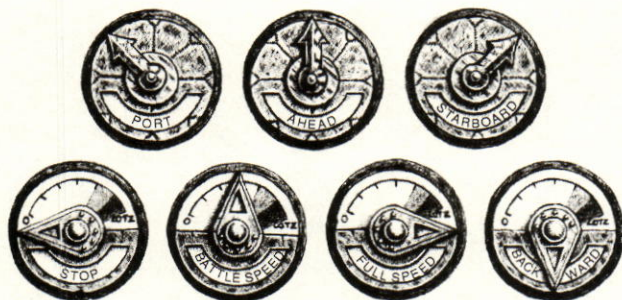
Gargants are slower-moving and less agile than the Titans of other races. To reflect this, the Ork player must set up his force *before* any Imperial or Eldar Titans are set up at the start of the game.

GARGANT ROSTER SHEET										BATTLE RATING:	
LOCATION DESTROYED D6		HEAD TURRET				UPPER LEFT TURRET				LOCATION DESTROYED D6	
1										2	
LOCATION DESTROYED D6		UPPER RIGHT TURRET				LOWER LEFT TURRET				LOCATION DESTROYED D6	
3										4	
LOCATION DESTROYED D6		LOWER RIGHT TURRET				BELLY GUN				LOCATION DESTROYED D6	
5										6	
POWER FIELDS											
1	2	3	4	5	6	7	8				
D6 OFFICER CASUALTIES						NOTES					
BRIDGE											
1	KAPTIN										
2	GUNBOSS										
3	FLAGBOSS										
4	MATE										
ENJUN ROOM											
5	BOSS-MEK										
BELLY GUN											
6	TOP GUNBOY										
OFFICER CASUALTIES						D6					
ENJUN ROOM											
STOKERS						1					
BELLY GUN											
GUNNERS						2					
REPAIR CREW											
RIGGERS						3					
INFANTRY CREW											
BOYZ						4-6					

ORDER PHASE

Ork Gargants don't have sophisticated mind impulse units like Human or Eldar Titans. Instead, the Kaptin of the Gargant must rely on bellowing his orders down a speaking tube so that his officers will move the Gargant and fire its weapons as he wishes. Or sometimes not...

To represent this, Gargants don't use the same order counters as Titans. Instead, each Gargant is given *two* Gargant order counters - one for speed, and one for direction. Gargant order counters look like this:



ORDER RESTRICTIONS

A Gargant may not be given a *Backward* order if it moved at full speed in the previous turn, or vice-versa.

COMMAND RADIUS

Boss-Gargants have a *command radius* of 24 cm. A Gargant which is not within 24 cm of its Boss-Gargant in the order phase is said to be *out of command*. It cannot receive orders properly, so its Kaptin must try to guess what the Mob-Boss wants him to do, or do whatever he thinks is best. A Gargant which is out of command is given orders generated randomly as follows:

OUT OF COMMAND ORDERS			
Roll a D6 for <i>each</i> order counter.			
D6	Direction	D6	Speed
1	Ahead	1	Stop
2	Port	2	Stop
3	Starboard	3	Battle Speed
4-6	Player's choice	4-6	Player's choice

For example, a Gargant which is out of command rolls 3 for its direction order and 4 for its speed order. It *must* be given a starboard direction order counter, but can be given any speed order counter the player chooses.

MOVEMENT PHASE

Gargants always move in the advance segment of the movement phase, before any Imperial or Eldar Titans with advance orders are moved.

A Gargant's move distance depends on its speed order counter, and the number of turns it can make depends on its direction order counter. It also affects the accuracy of the Gargant's gunnery - the faster it moves, the more pronounced its waddling gait becomes, until at full speed it is rolling wildly from side to side, making it very difficult to hold a line on a target. This is reflected in the *Modifier To Hit* column of the *Gargant Orders Table*.

The Gargant's speed does not affect how many turns it can make, and a Gargant may turn even if it has stop orders. The *first* turn a Gargant makes may be made at any time during its move; the second may *only* be made at the *end* of the move. Gargants may decide not to turn, even if they have port or starboard direction orders, but they may *only* turn in the direction indicated by their orders.

GARGANT ORDERS			
Speed	Min Move	Max Move	Modifier To Hit
Full Speed	11 cm	15 cm	-2
Battle Speed	1 cm	10 cm	-1
Stop	0 cm	0 cm	0
Backward	1 cm	3 cm	-1
Note that a Gargant may not move less than its <i>minimum move</i> distance.			
Direction	Number of Turns		
Port	Up to 2 x 45° turns, left only		
Starboard	Up to 2 x 45° turns, right only		
Ahead	No turns allowed		

OVERRUNS AND COLLISIONS

Gargants may come into collision with various things during the movement phase, intentionally or otherwise.

OVERRUNS

A Gargant may overrun a vehicle or infantry stand by moving over it at any time during its move. A vehicle or infantry stand which is overrun by a Gargant is automatically destroyed, with no saving throw.

COLLISIONS

A Gargant that collides with an obstacle (such as a building) must stop moving. The collision may also damage the Gargant, as shown on the table below:

GARGANT COLLISIONS		
Speed	PFGs Intact	All PFGs Gone
Reverse or Battle	Gargant loses 1 power field	Roll once on the <i>Gargant Minor Damage Table</i>
Full Speed	Gargant loses 2 power fields	Roll twice on the <i>Gargant Minor Damage Table</i>

RAMS

Gargants may be rammed by vehicles, using the rules for ramming Titans in the *Space Marine* rulebook. The ramming table is slightly different for Gargants.

GARGANT RAMS	
Roll	Result
Gargant rolls higher	Vehicle Destroyed Gargant suffers no damage
Draw	Vehicle Destroyed Gargant suffers no damage
Vehicle rolls Higher	Vehicle Destroyed Gargant rolls once on the <i>Gargant Minor Damage Table</i>

REPAIR PHASE

Gargants are miracles of mechanical ingenuity, packed with cables and pulleys, whirring cogs and gears, wheezing pipes, dials, levers, stopcocks, gauges and no end of other improbable mechanical devices that seem to work simply through the blind faith of their Mekboy inventors. No two Gargants are alike - each Mekaniak gives his own character to the devices he builds and only he truly understands their contorted inner workings. And although every Mekaniak believes it's better to bolt something together than to screw it together (and better still to weld it solid) pipes, pulleys and gears are still shaken loose in the heat of the battle.

For this reason, inside every Gargant there are teams of Gretchins and Snotlings armed with oily rags, wrenches and other assorted tools, crawling frantically through cramped spaces to plug leaks and carry out makeshift repairs. Under the stern supervision of a Mekaniak overseer, these Gretchin and Snotling *Riggers* struggle through dense smoke, noxious fumes and flying shrapnel, risking life and limb to keep their Gargant moving and firing.

Each Rigger unit may attempt to repair *one* damaged system during the repair phase. The Ork player may allot units of Riggers to damaged systems as he likes, and any number of Rigger units may work on the same damaged system. A D6 repair roll is made for each unit rather than for each

system; there are no modifiers to the roll, and a roll of 6 indicates that the system has been repaired. All other results have no effect.

Note that power fields cannot be repaired - when a power field has absorbed a hit, its generator is burnt out for the rest of the battle.

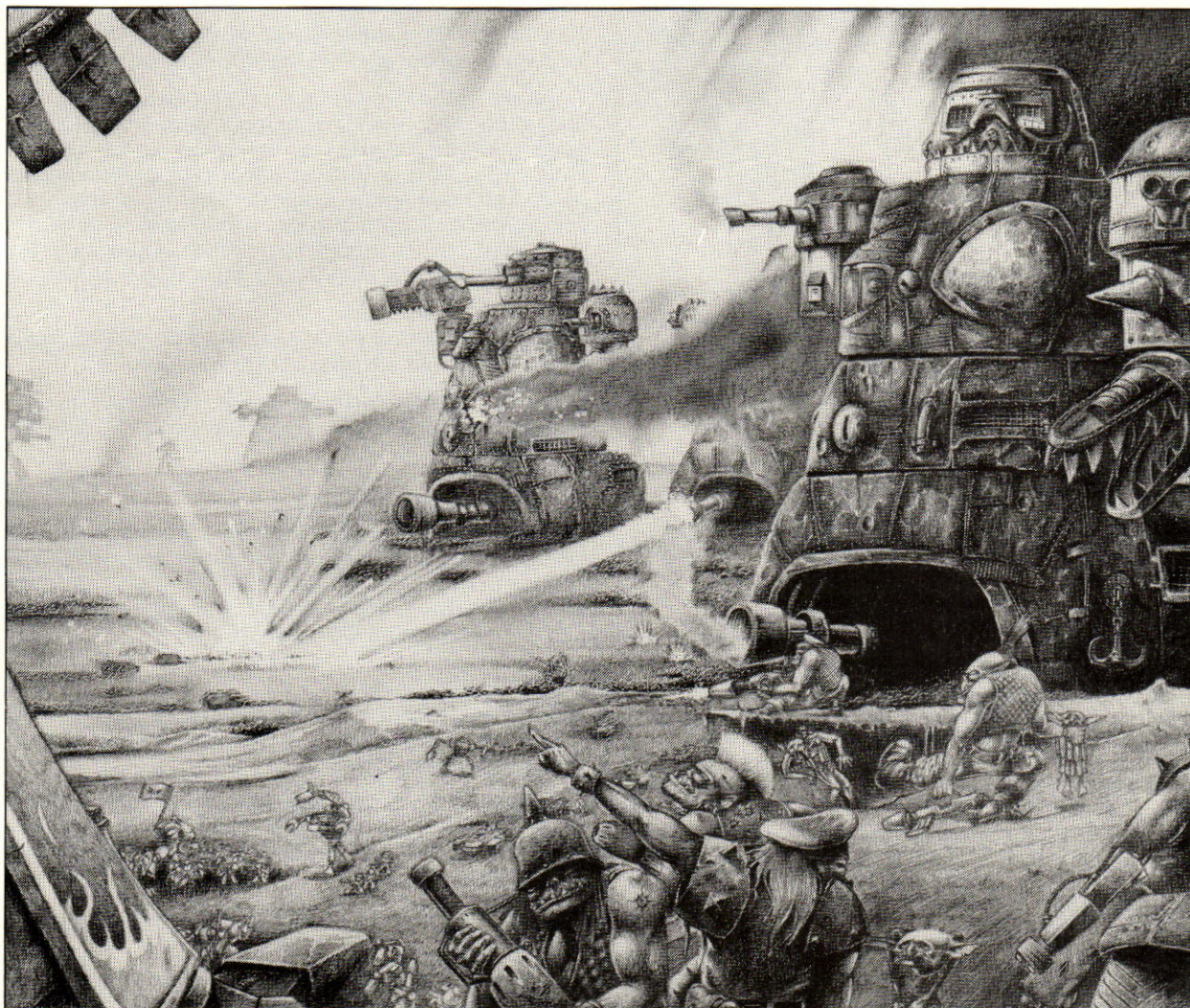
Note that you can only use as many units of Riggers as you actually have, and remember to cross them off the Gargant roster sheet as they are killed. If a Gargant has lost all its Riggers, no further repair rolls may be made (though Boyz units may still fight fires).

FIRES

Some damage results will cause fires inside the Gargant. Only Riggers and Boyz may be used to fight fires. Crew units that fight fires may not do anything else (such as shooting or attempting repairs) in the same turn.

Roll a D6 for each crew unit that is fire fighting. On a roll of 6, one fire is put out. Any other roll has no effect.

If any fires are still burning at the end of the repair phase, roll a D6. If the result is more than the number of fires still burning, the crew have at least managed to prevent them from spreading. If not, the fires have spread with disastrous results - roll a D6 on the *Gargant Catastrophic Damage Table*.



Gargant Mob smashes through Imperial lines

COMBAT PHASE

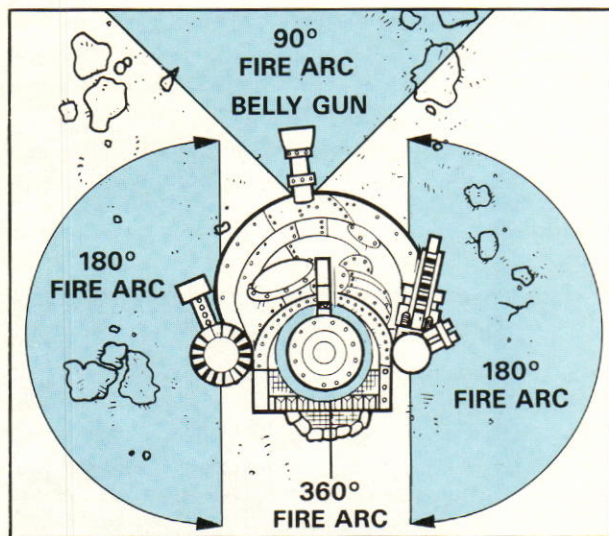
Gargants behave just like Titans in the combat phase, except for the following points:

FIRING ORDER

Gargants *always* fire in the advance segment of the combat phase. They may never snap fire - it takes too long for orders to be relayed from the Kaptin to the gun crews.

TARGETING

Fire arcs for the various locations are shown on the diagram below. The belly gun has a 90° forward fire arc, and the turrets have a 180° fire arc covering the side upon which they are mounted. The head turret, if used, has a 360° fire arc.



POWER FIELD GENERATORS

A power field will stop one hit, just like a void shield. However, the power field generator is destroyed when a hit is stopped, and so each power field will only ever stop one hit - they cannot be repaired like void shields.

NEW WEAPONS

The Gargant's belly gun location may be used to mount one of two new weapons, the Gut Buster mega-cannon or the Snapper close assault weapon. These are fully detailed in the *Belly Gun* section.

CLOSE COMBAT

Ork Titans can choose any close combat option except Phase Field Generator. However, they may never make more than two 45° turns, regardless of what the close combat option card says.

Gargants with one leg destroyed may only choose All-Out Attack, Attack, Defend or Side-Step options. Those with both legs destroyed may only choose All-Out Attack, Attack or Defend.

DAMAGE

Damage to Gargants is *always* worked out using the *Epic Battle Damage System*. Roll for the level of damage as normal, and use the appropriate *Gargant Damage Table*.

Never fergit the time ol' Zagludd gorrit in the neck. We wuz in a fight wiv these Humie Titanz, an' we wuz gettin' shot up real bad. But woz ol' Zagludd wurried? Nah.

"Rotbog," 'e sez, "Wun fing y'gorra remember 'bout a Gargant iz it'z big. Y'gorra knock ev'ry part out one by one. They can shoot bits off uz all day, 'an it don't 'urt at all."

Then this zoggin' great shell cumz right inter the bridge. Took 'is 'ead right off, it did.

CASUALTIES

The death of officer and crew units affect the functioning of the Gargant. The effects of casualties are as follows:

OFFICER CASUALTIES

Boss-Mek Killed: Roll a D6 at the start of each orders phase. On a roll of 1, the Gargant must use the same orders as last turn.

Top Gunboy Killed: Roll a D6 each combat phase. On a roll of 1, the Gargant may not use its belly gun that turn.

Mate Killed: This hit has no special effect, but see the *Kaptin Killed* result below.

Kaptin Killed on Boss-Gargant: The Boss-Gargant may not be given any orders until the Kaptin is replaced (see below), and all other Gargants in the Mob count as being *out of command*.

Kaptin Killed on other Gargant: The Gargant may not be given any orders until the Kaptin is replaced (see below).

Gunboss Killed: The Gunners are without leadership, and start to use their initiative. Weapons must be fired at the target with the highest battle rating that is within short range of the weapon and can be affected by it. If no targets are at short range, weapons must be fired at the target with the highest battle rating that is within long range of the weapon and can be affected by it. If the Gargant is in close combat, it must fire all of its weapons at its attackers, as normal.

Flagboss Killed on Boss-Gargant: All other Gargants in the Mob count as being *out of command*.

Flagboss Killed on other Gargant: The Gargant counts as being *out of command*, even if it is within 24cm of the Boss-Gargant.

REPLACING THE KAPTIN

When the Kaptin is killed, the Mate may replace him in the next repair phase. If the Mate is already dead, the Kaptin cannot be replaced, and the effects noted above are permanent. The same applies if the Mate replaces the Kaptin and is subsequently killed himself.

CREW CASUALTIES

Belly Gun: If there is only one unit of Gunners left, the gun suffers a -1 modifier to hit. If no units of Gunners are left, the gun may not be fired.

Enjun Room: If there is only one unit of Stokers left, the Gargant may not move at full speed. If all units of Stokers are killed, the Gargant may not move or turn for the rest of the battle.

Riggers: Dead units of Riggers cannot be used to fight fires or make repairs.

Boyz: Dead units of Boyz cannot be used to fire bolters or fight fires.

INFANTRY UNITS

One of the differences between Gargants and Titans is that Gargants can carry infantry units. These are normal Ork infantry who clamber about on the outside of the Gargant, taking up precarious firing positions and adding their bolters to the Gargant's anti-personnel firepower. It is also possible for enemy infantry to board a stationary Gargant and try to seize control of it.

FIRING

The units of Boyz on the Gargant roster sheet are armed with bolters, which they may fire at enemy infantry and light vehicles outside the Gargant. Firing is dealt with according to the normal *Space Marine* infantry rules, and takes place in the advance segment of the combat phase. Each unit of Boyz is treated just like a normal Ork Boyz infantry stand. Because they change position from turn to turn, moving to new vantage points, they have a 360° arc of fire and may trace their LOS from any point on the Gargant.

Enemy infantry stands and vehicles may fire their small arms (and *only* small arms - other weapons must be fired at the Gargant itself) at the Gargant's infantry. Roll to hit as normal, counting the infantry as being in hard cover, with a save of 5+.

EMBARKING AND DISEMBARKING

The units of Boyz attached to a Gargant may disembark in the movement phase if the Gargant has stop orders *and* does not turn, or if the Gargant's legs are destroyed. They fight as a detachment in their own right, and are always *out of command*, since the officers are all needed to stay with the Gargant.

Similarly, Ork infantry units may embark on a Gargant under the same circumstances, provided that the Gargant's *infantry occupation limit* is not exceeded. Once on board, they are treated as normal Gargant infantry units.

INFANTRY OCCUPATION LIMITS

No more than *six* infantry units from any side may occupy a Gargant at any time.

BOARDING ACTIONS

Gargants with one or both legs destroyed can be boarded by enemy infantry. Treat this as an assault on a building, according to the normal *Space Marine* rules. Up to six stands may board the Gargant. Gargant crews have the following close assault factors:

GARGANT CREW ASSAULT FACTORS		
Crew Unit	CAF	Save
Boyz	+1	5+
Stokers ¹	+1	6+
Shooters ²	+1	6+
Riggers	-1	None
Bridge Officers ³	Special	5+
Notes 1. Stokers have their CAF reduced by -1 if the Boss-Mek is killed. 2. Shooters have their CAF reduced by -1 if the Chief Shooter is dead. 3. The bridge officers are treated as one unit, with a CAF of +1 per officer still alive on the bridge.		

Note: Boyz stands are armed with bolters and crack grenades. Close Assault Factors are equivalent to Melee factors (see the epic scale infantry rules in WD110)

If there are more crew units than attacking stands, any spare units may do *one* of the following:

- help 'gang up' on the boarding parties
- fight fires
- operate the belly gun (belly gun crew only)
- fire the magazine (bridge officers only; see below)

Any turrets may fire as normal while the boarding action is taking place. The belly gun may only fire if its crew are not taking part in close combat.

FIRING THE MAGAZINE

When all seems lost, a Gargant's officers may *fire the magazine*, rigging the Gargant to explode so that it cannot be captured - and, with luck, take a few of the attackers with it.

The magazine may be fired in the end phase of any turn, as long as at least one bridge officer is still alive and not engaged in close combat. The Ork player rolls a D6 in the repair phase of the next turn, and consults the following table:

FIRING THE MAGAZINE	
D6 Roll	Result
1	Fire out - Gargant does not explode. Magazine may be fired again in next end phase.
2-6	Magazine explodes - Gargant suffers a <i>Magazine Explosion</i> result (see <i>Gargant Catastrophic Damage Table</i>).

CAPTURING THE GARGANT

Once all of the crew units are killed, the Gargant has been *captured*. A captured Gargant may not move or fire, but is considered to be occupied by the victorious attackers in the same way as a captured building. They may perform any of the following actions:

- fire from the Gargant in the same way as its original infantry crew, using small arms only
- fight fires (which carry on burning as normal)
- fire the magazine (command stands only)
- leave the Gargant (as leaving a building)

A captured Gargant may be attacked as normal by Titans, vehicles, infantry and other Gargants. Any crew casualties will be randomly distributed amongst any stands that are inside.

Ork infantry stands may attempt to board captured Gargants in order to recapture them, using the normal boarding rules above. A recaptured Gargant may still not move or fire any weapons.

The shooting outside was getting louder. The Humies would reach the belly gun position soon. Top Gunboy Garblugg drew his bolt pistol and climbed onto the huge breech-block of the Gut Buster. "Orrright, me brave boyz!" He had to yell to be heard above the din of the battle. "Lookz like we'z gunna hafta sort these Humiez out ourselves! You lot, break out the long spannerz, an' get ready for sum wallop!' Rest of yez, gerran 'Otshot on the burner, an' roll it inter the door soon'z the fust Humie sticks 'iz pointy nose in!" He tapped the side of his head smugly with one finger. The Humies might be tough, but they were no match for Orky Know-Wots.

BELLY GUN

The Belly Gun is a special weapon location, which holds either a *Gut Buster mega-cannon*, or a *Snapper close assault weapon*.

Attacks made with belly-mounted weapons are treated as a separate volley when working out any damage, even if the Gargant attacks the same target with other weapons.

GUT BUSTER

The Gut Buster is an immense cannon, larger even than a macro-cannon. It is capable of firing an array of specialised ammunition, which is fully detailed below.

At the start of the game, each Gargant's Gut Buster is loaded with one shot of the player's choice. Note the ammunition type on the Gargant roster sheet. After firing, it takes a full turn to reload, and may not fire in the next combat phase.

When the Gut Buster fires, the player crosses out the ammunition note on the roster sheet. In the next combat phase, the Gut Buster is reloading - the player writes down the ammunition type for the next shot. In the third combat phase, the Gut Buster fires and the ammunition note is crossed out, and so on.

A player may choose Gut Buster ammunition freely, each time the gun is reloaded.

Gut Buster ammunition types are as follows. Full game statistics are given in the *Gut Buster Ammunition Table*.

AIRBURST

Airburst shells have a burst circle with a diameter of 12 cm - a template is provided at the back of this book. Due to the large area of effect, ignore any modifiers to hit for Eldar defensive screens, except that evade orders modify the roll to hit as normal.

SHELL

Shells are larger-scale version of macro-cannon rounds, and are treated identically *unless* the target is a Titan with no operating void shields, a Gargant with no operating power fields, or a building. In this case, the shell loses its *burst* effect, but causes D6 critical hits on a successful hit, as it will have exploded partially inside the target.

BALL

Ball rounds are like immense cannonballs, but have an explosive charge which detonates a short time after impact.

The Ork player must nominate target point where the ball will land, following the normal rules for range, LOS and arc of fire. The ball will skid along 3D6 cm from this point, in a straight line drawn from the Gargant to the point where it landed. If it skids over any vehicles or infantry stands, it will destroy them on roll of 4+, with no save.

Once it reaches the end of this skid-path, the ball explodes, scattering casing fragments over the area covered by a burst template.

The skidding ball will travel through any void shields or power fields in its path without knocking them down - it is travelling too slowly for them to have any effect. It will stop if it collides with a building, Titan or Gargant.

If the ball finishes its move actually on a Titan's base, it ignores any void shields the Titan may have, as it explodes inside them.

*Fing about Gut Busterz iz, they'z big, I mean, really big.
Yer can walk about inside the barrel without bendin' over,
that'z 'ow big they iz.*

*Yoo got sumink that big,
nobuddy'z gunna give yer no trubble.*

Kaptin Ruglodd Worldblaster

HOTSHOT

Hotshot is a special form of ball ammunition, which is heated till it is red-hot before it is fired. It does not carry an explosive charge (for obvious reasons!), so it will *not* explode when it finishes its skid move. Otherwise, it behaves in exactly the same way as a ball round. It has no effect on Imperial or Eldar Titans, but will damage a Gargant normally, and start one fire in addition to any other damage it inflicts.

GRAPESHOT

Grapeshot consists of a large number of small projectiles packed together. When fired, grapeshot spreads out over a wide area, affecting anything which is caught in the blast.

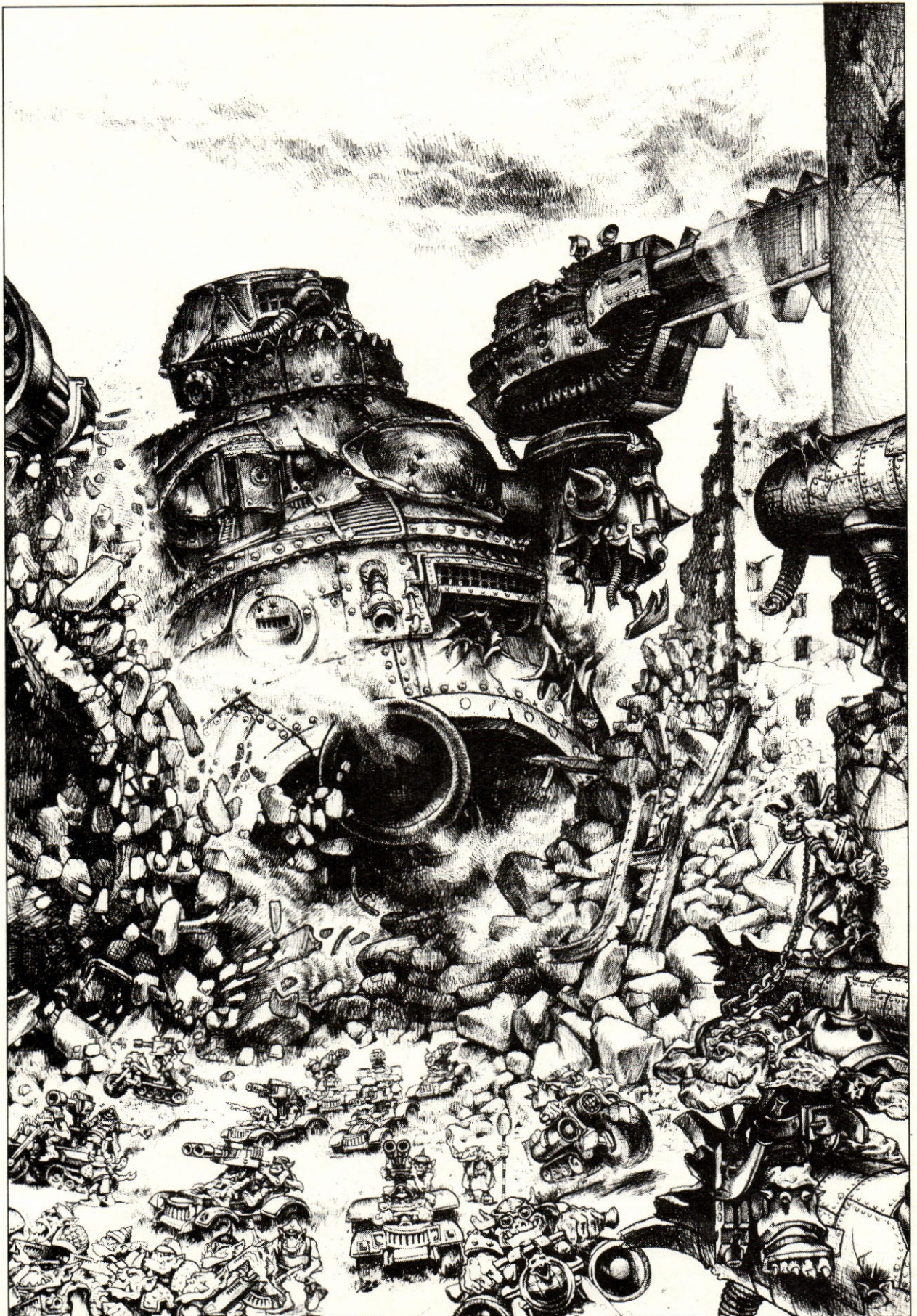
Grapeshot has a special triangular template, which is provided in the back of this book. When Grapeshot is fired, place the narrow end of the template at the muzzle of the Gut Buster. All targets that fall under the template are attacked, just as if they were under a burst template.

CHAINSHOT

Chainshot consists of two or more medium-sized projectiles linked together by heavy chains. When it is fired, the chainshot spreads out and spins like a bolas; it is used almost exclusively for entangling the legs of Human and Eldar Titans. Chainshot causes no damage to Gargants, buildings or Human Titans with operational void shields; it is not a damaging weapon as such, and its effect relies on its entangling action. It will not even knock down a void shield. When chainshot scores a successful hit against an Eldar Titan or an unshielded Human Titan, it wraps itself around the target's legs, bringing the Titan crashing to the ground. The target suffers a *Crash* result (see *Catastrophic Damage Table* in *Epic Battle Damage System*).

GUT BUSTER AMMUNITION TABLE

VEHICLE AND TITAN TARGETS			
Ammunition	Range	To Hit Roll	Critical Hit Roll
Airburst	72cm	3+(B)	4+
Shell	72cm	3+	3+
Ball	36cm	3+(B)	3+
Hotshot	36cm	3+	3+
Chainshot	24cm	6+	see above
Grapeshot	see above	6+	6+
INFANTRY TARGETS			
Ammunition	Range	To Hit Roll	Saving Throw Modifier
Airburst	72cm	4+(B)	-1
Shell	72cm	4+	-2
Ball	36cm	4+(B)	-2
Hotshot	36cm	see above	no save
Chainshot	see above	see above	see above
Grapeshot	see above	3+	-2



Gargant armed with Gut Buster following a horde of vehicle-mounted Boyz into battle

SNAPPER

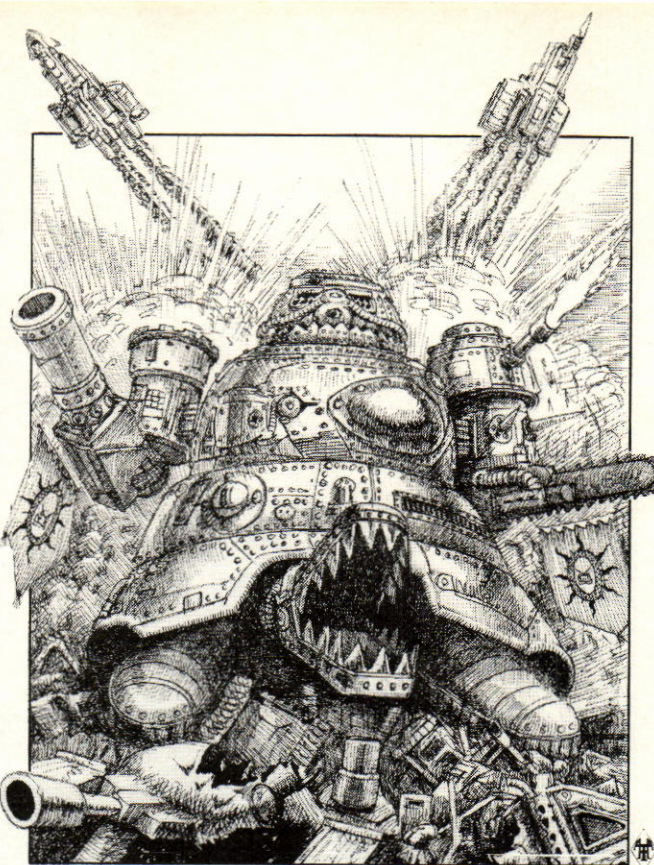
The Snapper is a special close assault weapon, which is really two weapons in one. It consists of a pair of spiked metal jaws, used in close combat, together with a large melta-gun with a limited range.

The Snapper's jaws are powerful enough to bite through even the reinforced metal hides of Titans, amputating legs amid a mighty twisting and rending of steel struts and arcing of severed power cables. Against vehicles and infantry, the Snapper's melta is used, a weapon capable of reducing Land Raiders and Rhinos to pools of molten slag, and of instantly incinerating any infantrymen brave enough to charge the Gargant head-on. Such spectacular and noisy effects make these weapons much beloved of Ork Kaptins and the Mekaniaks who construct them.

The Snapper can be used as a close combat weapon against Titans or Gargants, or as a ranged weapon against any type of target. It may not be used in both roles in the same combat phase.

If a Snapper hits a Titan or Gargant in close combat, it causes an automatic *Crash* result (see the *Catastrophic Damage Table* in the *Epic Battle Damage System*).

The Snapper may be used as a ranged weapon if it is not used as a close combat weapon in the same turn. In this role, it is identical in all respects to a grade 6 multi-melta.



GARGANT DAMAGE TABLES

These tables are used with the *Epic Battle Damage System*. All attacks against Gargants are resolved using this system.

MINOR DAMAGE TABLE

D6 Roll	Result
1-3	Crew Casualty - One crew unit is killed. Determine randomly using the D6 rolls marked on the Gargant roster sheet.
4	Officer Casualty - One officer and one crew are killed. Determine randomly using the D6 rolls marked on the Gargant roster sheet.
5-6	Fire in the Hold! - One fire is started.

CATASTROPHIC DAMAGE TABLE

D6 Roll	Result								
1-3	Internal Explosions - Explosions rake the interior of the Gargant, wiping out the crew and officers, and starting numerous fires. The Gargant may not move or fire for the remainder of the game, and may not be boarded by stands from either side. Any LOS traced across the Gargant or its base will be blocked by the clouds of smoke pouring from the monster. Roll a D6 each repair phase and refer to the table below. <table> <tr> <th>D6</th><th>Result</th></tr> <tr> <td>1-2</td><td>Fires Out - the Gargant blocks the LOS normally.</td></tr> <tr> <td>3-5</td><td>Fires Continue - no change</td></tr> <tr> <td>6</td><td>Magazine Explodes - see below.</td></tr> </table>	D6	Result	1-2	Fires Out - the Gargant blocks the LOS normally.	3-5	Fires Continue - no change	6	Magazine Explodes - see below.
D6	Result								
1-2	Fires Out - the Gargant blocks the LOS normally.								
3-5	Fires Continue - no change								
6	Magazine Explodes - see below.								
4-6	Magazine Explosion - The Gargant's magazine explodes, completely destroying the Gargant and killing everybody on board. Any units within 6 cm of the Gargant will be hit by the explosion on a roll of 4+ (no modifiers). Any units that are hit must roll for damage as if hit by a macro-cannon.								

MAJOR DAMAGE TABLE

D6 Roll	Result
1-2	Weapon Mount Destroyed - One weapon mount is destroyed. Dice randomly for which weapon mount is hit, using the D6 rolls marked on the Gargant roster sheet. Reroll results of 1 if the Gargant does not have a head turret. Once the location has been determined, roll again. On a roll of 1, the explosion causes a <i>flashback</i> to the magazine and the Gargant suffers a <i>Magazine Explosion</i> result (see <i>Catastrophic Damage Table</i>). If the mount is already destroyed, this result starts one fire, with no chance of flashback.
3	Leg Destroyed - One of the Gargant's legs is destroyed, and it may no longer move, but it can turn in place. A second <i>Leg Destroyed</i> result will hit the other leg, and the Gargant will be unable to move or turn. Any further <i>Leg Destroyed</i> results cause D6 crew casualties instead.
4	Enjun Room Out - The Boss-Mek and one unit of Stokers are killed. The Gargant may not move or turn until the Enjun Room is <i>repaired</i> . Further hits before the location is repaired will cause one additional unit of Stokers and start one fire.
5	Belly Gun Out - The Top Gunboy and one unit of Gunners are killed. On a roll of 1 on a D6 the explosion causes a <i>flashback</i> to the magazine and the Gargant suffers a <i>Magazine Explosion</i> (see the <i>Catastrophic Damage Table</i>). The belly gun may not fire until it is repaired. Further hits before the location is repaired will cause one additional Gunners casualty and start one fire.
6	Bridge Out - All of the personnel on the bridge are killed. Further hits will start one fire.

BATTLEWAGON

ARMoured VEHICLE

AR: +1

SAVE: 4+

WEAPONS:
Auto-Cannon (Tt)
Heavy Bolter (Tt)

CAF: +4/+1

SPEED: 20/30

BATTLE RATING: 75

May carry 1 infantry stand inside & 1 infantry stand riding.

WAR BUGGY

LIGHT VEHICLE

AR: +2

SAVE: 6+

WEAPONS:
Multi-melta (SwF)

CAF: +1/-1

SPEED: 24/36

BATTLE RATING: 55

May tow Ork Field Gun

FIELD GUN

FIELD ARTILLERY

AR: +2

SAVE: None

WEAPONS:
Thudd Gun (SwF)

CAF: -1/-3

SPEED: NA/8

BATTLE RATING: 20

May be towed by Wartrak or War Buggy

KILLER DREADNOUGHT

WALKER

AR: +2

SAVE: 6+

WEAPONS:
Heavy Bolter (LA)

CAF: +3

SPEED: 6/12

BATTLE RATING: 25

WARTRAK

LIGHT VEHICLE

AR: +2

SAVE: None

WEAPONS:
Las-Cannon (SwF)

CAF: 0/-2

SPEED: 24/36

BATTLE RATING: 45

May tow Ork Field Gun

ONSLAUGHTER DREADNOUGHT

WALKER

AR: +1

SAVE: 6+

WEAPONS:
Las-Cannon (RA)
Heavy Bolter (LA)

CAF: +4

SPEED: 6/12

BATTLE RATING: 65

WARBIKE

LIGHT VEHICLE

AR: +2

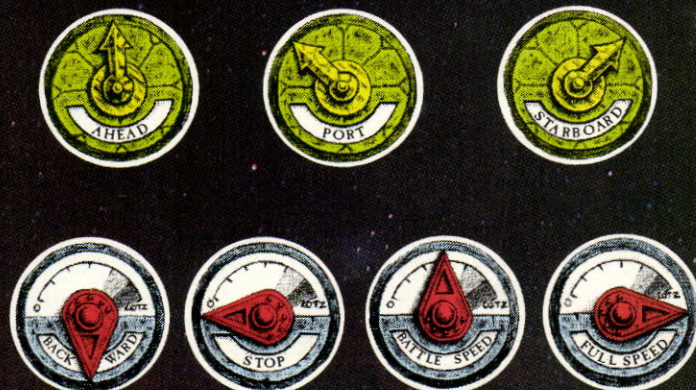
SAVE: None

WEAPONS:
Auto-Cannon (Fx2)

CAF: 0/-2

SPEED: 24/36

BATTLE RATING: 55



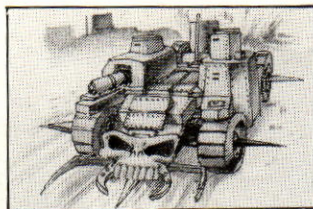
ORK CARGANT ORDER COUNTERS

VEHICLES AND WALKERS

Ork Mekaniaks are born inventors and tinkerers; as a result the Orks have been known to put a wide range of military vehicles into the field. Those presented here are typical of the more successful and most-used designs.

ARMoured VEHICLES

BATTLEWAGON

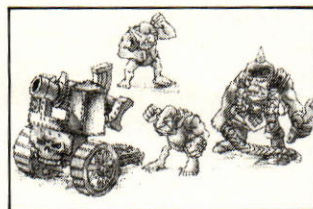


The Battlewagon is the Orks' main armoured vehicle, also known by a variety of nicknames, such as Death Cart, Spike Cart, and Killer-Wheelz.

The Battlewagon has broad wheels, allowing it to cope with most kinds of terrain. Its twin turrets normally mount an auto-cannon and a heavy bolter, and it is equipped with a spiked ram bar as standard. It can carry one stand of infantry inside, and it is a common Orkish practice for additional infantry to ride on the outside of the vehicle.

LIGHT VEHICLES

FIELD GUN



This weapon is commonly towed by a Wartrak (see below), and consists of a large-calibre cannon on a wheeled swivel mount. In terms of effectiveness, it is comparable to the Imperial Thudd Gun. The Field Gun obeys all normal rules for *field artillery*, as explained in the section on Imperial forces. It may be towed by the War Buggy or the Wartrak - see *Towing Artillery*.

WAR BUGGY



The War Buggy is a small, open four-wheeled vehicle crewed by a driver and a gunner. It mounts a multi-melta or other heavy weapon on a swivel mount. War Buggy crews are admired for their reckless driving and wild bravado as they charge into battle.

WARBIKE



The Warbike is a one-Ork vehicle, driven by metal-plated tracks at the rear and steered by a large wheel at the front. It is armed with a pair of side-mounted, forward-firing weapons. The Warbike is a favourite Ork assault vehicle, its speed and manoeuvrability vastly enhanced by the thundering roar of its motors.

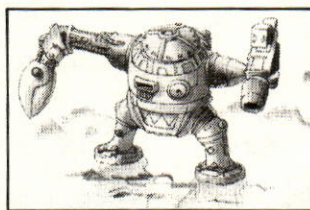
WARTRAK



Like the War Buggy, the Wartrak is a mobile artillery unit with a crew of two. It mounts a single las-cannon or other heavy weapon, and consists of a bike-style front attached to a tracked artillery platform. It is better armoured than the War Buggy, and is more often used against enemy tanks or vehicles.

WALKERS

KILLER DREADNOUGHT



This is the standard Ork Dreadnought, consisting of a globular body with two weapon mounts, one of which is nearly always a close combat weapon. It is widely used in an anti-personnel role, and is normally armed with a heavy bolter.

ONSLAUGHTER DREADNOUGHT



The Onslaughter is a heavier version of the Killer, with two weapon mounts on either side. Its standard general-purpose armament consists of two close combat weapons, one heavy bolter and one las-cannon.

TOWING ARTILLERY

As noted above, the Field Gun may be towed by the War Buggy or the Wartrak. The vehicle may move at normal speed while towing, and the Field Gun may be unlimbered at any point in the towing vehicle's move.

If the vehicle is stationary or moving at advance speed when the Field Gun is unlimbered, it can be set up anywhere along the vehicle's path, facing as desired. However, Orks are quite fond of unlimbering a Field Gun by simply knocking the coupling bolt out while the towing vehicle is moving at full speed; this can be a particularly hazardous exercise.

If the towing vehicle has charge orders and the Field Gun is unlimbered *during* its move, the Field Gun bounces D6 cm in a random direction (use the normal deviation procedure). Once the Field Gun has come to rest, determine its facing randomly. If the Field Gun bounces into a Gargant, Titan, vehicle or infantry stand, treat it as a normal ram or overrun. If it bounces into a building or other obstacle, it is destroyed.



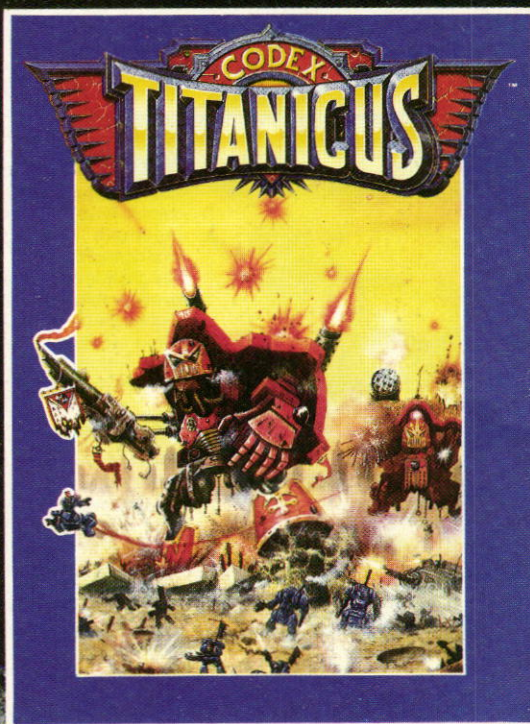
The towering war machine turned, swinging its massive body towards the crumbling city that sprawled across the edge of the crater. The Titan's head rose as it surveyed a sky darkening with the massive drop ships that heralded the arrival of the task force...

CODEX TITANICUS

- new rules for Adeptus Titanicus and Space Marine.

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- Ork and Eldar infantry and vehicles
- New Titan damage and close combat systems
- New Imperial weapons and devices
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Ork and Eldar infantry and vehicles will be found in the forthcoming **Ork Horde** and **Eldar Legion** boxed sets of plastic miniatures; the Imperial vehicles from Codex Titanicus are available in Citadel's range of epic scale metal miniatures.



AVAILABLE
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**GAMES
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EPIC BATTLE DAMAGE SYSTEM

When you are fighting a large battle, involving several Titans on either side and possibly infantry and vehicles as well, you may find that the game is slowed down by the normal damage procedures.

The *Epic Battle Damage System* is designed for use in large games with half a dozen or more Titans on each side, or any battles that involve infantry, vehicles or Ork Gargants. It is possible to use the *Detailed Damage System* for this kind of game, but you will probably find it slow going.

REPAIR ROLLS

Repair and malfunction rolls are now combined into a single dice roll, using the table below. All normal repair roll modifiers apply. In the *Epic Battle Damage System*, repair rolls are only ever made for void shields and damaged reactors.

REPAIR TABLE	
Modified D6 Roll	Result
1 or less	Malfunction
2-4	Repair unsuccessful
5 or more	Repair successful
Repair Roll Modifiers	
Damage Control orders.....	+1
Repair systems damaged.....	-1

VOLLEYS

This damage system uses the principle of *volleys*, which is very important to the way it works. A volley is any number of attacks made on a Titan by a single enemy Titan or detachment. Rolls to hit and damage are worked out separately for *each* volley, in any order the attacking player wishes.

For example - if a Reaver Class Titan fired all its weapons at one target, all the attacks would be considered as one volley. All rolls to hit would be made (in any order the attacking player chooses) and then all damage rolls would be made (in any order the attacking player chooses).

If, on the other hand, it fired its left arm at one target, its right arm at another, and its carapace at a third, it would have fired three separate volleys: the rolls to hit and damage for the first volley are dealt with before any dice are rolled for the second volley, and the second volley is dealt with before any dice are rolled for the third volley.

Likewise, if the Reaver is fired upon by an enemy Warlord and by a Land Raider detachment in the same combat phase, then every shot fired at the Reaver by the Warlord counts as one volley, and every shot fired at the Reaver by the Land Raider detachment counts as another volley.

SUPPORT MISSILES

Each support missile counts as a volley in itself, even if the attacker fires additional weapons at the same target.

CLOSE COMBAT

All of a Titan's close combat attacks count as a single volley.

LEVEL OF DAMAGE

The rules for rolling to hit are unchanged.

To determine the *level of damage* from a hit, consult the *Weapon Table* and find the *Critical Damage Roll* (CDR) for the weapon which scored the hit. Then roll a D6 and consult the following table:

D6 ROLL	WEAPON CDR					
	1	2	3	4	5	6+
1	DEFLECTED					
2	SUPERFICIAL DAMAGE					
3						
4						
5	CRITICAL DAMAGE					
6						

Make a note of how many superficial hits and how many critical hits the volley causes.

If a volley causes *any* real damage to the Titan (ie at least one *Superficial Damage* or *Critical Damage* result), it is necessary to make a roll on the damage tables. Note that only *one* roll is made per volley, regardless of the number of hits.

Roll a D6, modifying the score as shown below, and refer to the following table:

LEVEL OF DAMAGE TABLE	
Modified D6 Roll	Level of Damage
1	No effect
2-5	Roll <i>once</i> on the <i>Minor Damage Table</i>
6-8	Roll <i>once</i> on the <i>Major Damage Table</i>
9+	Roll <i>once</i> on the <i>Catastrophic Damage Table</i>
LEVEL OF DAMAGE MODIFIERS	
Target's Armour Rating.....	+/- AR
For <i>each</i> Critical Hit.....	+1
3-5 Superficial Hits.....	+1
6-8 Superficial Hits.....	+2
9-11 Superficial Hits.....	+3
12 or more Superficial Hits.....	+4
Per <i>Systems Failure</i> hit suffered by target.....	+1
Attacker has <i>Marksmanship</i> skill.....	+1

When your plasma reactor is irreparably damaged, your Titan is dead. Think no more of it. Look then to the safety of your crew, that their training and courage may be preserved - to fail in this duty is to fail the Emperor.

*- Exhortationes Principis Titannorum,
Divisio Militaris*

VEHICLES RAMMING TITANS

The rules given in the *Space Marine* rulebook for a vehicle ramming a Titan are changed as follows:

If the scores are tied or the Titan's score is higher, the vehicle is destroyed and the Titan suffers no damage.

If the vehicle beats the Titan's score by 1-2 points, the vehicle is destroyed and the Titan suffers a *Movement Systems* hit (see *Minor Damage Table*).

If the vehicle beats the Titan's score by 3 or more points, the vehicle is destroyed and the Titan suffers a *Crash* hit (see *Catastrophic Damage Table*).

INFANTRY CLOSE ASSAULTS VS TITANS

If infantry manage to wedge a bundle of grenades in the Titan's leg, roll one the following table:

D6 Roll	Result
1-5	<i>Movement Systems</i> - see <i>Minor Damage Table</i>
6	<i>Crash</i> - see <i>Catastrophic Damage Table</i>

EPIC BATTLE DAMAGE TABLES

MINOR DAMAGE TABLE	
D6 Roll	Result
1-3	Systems Failure - Mark one <i>Systems Failure</i> hit on the Titan's roster sheet. The Titan suffers a +1 modifier when rolling for the level of damage for <i>each</i> systems failure hit it has suffered (see <i>Level of Damage</i> above).
4	Weapon Sensors - The Titan's weapon sensors have been damaged, and may <i>not</i> be repaired. The Titan suffers a -1 modifier to hit from now on. Any further hits in this location have no effect.
5	Movement Systems - The Titan's movement systems have been damaged, and may <i>not</i> be repaired. The number of 45° turns it may make in a turn are reduced by one (to a minimum of 1 cm), its advance move is reduced by 1 cm (to a minimum of 1 cm), and its charge move is reduced by 2 cm (to a minimum of 2 cm). The effect of any further hits in this location are cumulative, subject to a minimum of 1 cm charge move, 2 cm advance move, and one 45° turn per movement phase.
6	Static - An electro-magnetic pulse surges through the Titan's electrical systems, disrupting them for a short time. The Titan may not do <i>anything</i> for the rest of this turn or any of the next turn, apart from making <i>repair rolls</i> in the repair phase. The damage is <i>automatically</i> repaired in the end phase of the next turn.

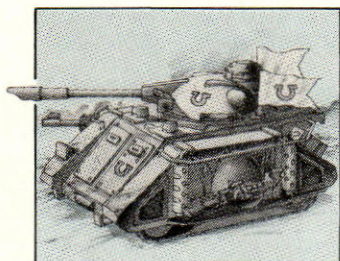
MAJOR DAMAGE TABLE	
D6 Roll	Result
1	Left Carapace - Any weapons mounted on the left carapace are destroyed. If the Titan has only one carapace location, like the Reaver Class, then this result affects that location. If the target does not have any weapons in this location, or if they have already been destroyed, then apply a <i>Systems Failure</i> hit instead (see <i>Minor Damage Table</i>).
2	Right Carapace - Any weapons mounted on the right carapace are destroyed. If the Titan has only one carapace location, like the Reaver Class, then this result affects that location. If the target does not have any weapons in this location, or if they have already been destroyed, then apply a <i>Systems Failure</i> hit instead (see <i>Minor Damage Table</i>).
3	Left Arm - Any weapons mounted on the left arm are destroyed. If the target does not have any weapons in this location, or if they have already been destroyed, then apply a <i>Systems Failure</i> hit instead (see <i>Minor Damage Table</i>).
4	Right Arm - Any weapons mounted on the right arm are destroyed. If the target does not have any weapons in this location, or if they have already been destroyed, then apply a <i>Systems Failure</i> hit instead (see <i>Minor Damage Table</i>).
5	Void Shield Generators Destroyed - <i>All</i> the Titan's void shields are destroyed, and may <i>not</i> be repaired. The Titan is without void shields for the rest of the game. Count any further <i>Void Shield Generators Destroyed</i> results as <i>Reactor Shutdown</i> hits instead.
6	Reactor Shutdown - Power output from the reactor is reduced to a mere trickle. All available power is being channelled in to the auto-repair systems. The Titan may not be given any orders until the reactor is repaired, and therefore can neither move or fire. Even damage control orders are not allowed until the reactor is repaired. Any further hits to the reactor before it is repaired cause a <i>Reactor Meltdown</i> (see <i>Catastrophic Damage Table</i>).

CATASTROPHIC DAMAGE TABLE	
D6 Roll	Result
1	Mind Burn - The mind impulse system of the Titan goes haywire. The luckiest members of the crew are killed instantly by psychic shock; the rest are reduced to gibbering lunatics. The Titan is effectively destroyed and grinds to a halt, a grim statue towering over the battlefield. Leave the model standing in place where it was destroyed. It may not do anything for the rest of the game, but blocks LOS normally and may be salvaged - apart from the MIUs, which have been completely destroyed. Subsequent hits affect the Titan normally. The crew is treated as killed.
2-3	Crash - There are few sights more impressive in war than that of a Titan losing a leg. The metal giant totters for a few seconds, stabilising jets overload themselves trying to compensate, and finally the sixty-foot figure comes crashing down like a felled tree. Unless able to eject in the few seconds before the Titan falls, the crew will be killed or seriously injured in the crash. Use the scatter template to decide which way the Titan falls, and place it on its side lying in that direction. Any vehicles or stands fallen on will be destroyed (no saving throw).
4-6	Reactor Meltdown - When a Titan's plasma reactor suffers serious damage it will become unstable almost instantly. The Titan is vaporised in an unstoppable and spectacular meltdown. It is removed from play. All units within 8 cm must roll for damage as if hit by a plasma cannon firing on maximal.

ARMOURED VEHICLES

The *Space Marine* rules cover three armoured vehicles: the Land Raider battle tank with its fearsome armament of four las-cannon and two heavy bolters, the lightly-armed Rhino APC, and the slightly heavier missile-armed Whirlwind variant. Diverse as these are, they all fall into the category of *armoured vehicles* because their passengers and crew are completely protected by their armour - they are not exposed to enemy fire. Light vehicles, whose crews are partially or wholly unprotected, are discussed in a later section.

PREDATOR

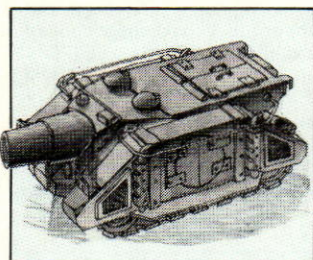


The Predator is a heavily-armed variant of the Rhino APC, developed as a light battle tank. With two swivel-mounted las-cannon and a turret-mounted auto-cannon, it packs almost as much punch as a Land Raider, although it does not

have the space to carry troops. Predators saw action throughout the wars of the Horus Heresy with most Space Marine Chapters, on both sides of the conflict.

The Predator is an armoured vehicle, and follows all the normal rules for armoured vehicles.

VINDICATOR



Like the Predator, the Vindicator is a variant on the Rhino APC chassis. It carries a single heavy weapon in a front swivel mount - normally a heavy assault gun known as the Thunderer. The Vindicator was originally designed by the Loyalist forces for

fighting in built-up areas, where range was secondary to effect against buildings and enemy armour. After its decisive role in the clearance of Stahlenburg during the Scouring of Rotstern I, the forces of Horus copied the design, and within months the Vindicator was used by both sides.

TUNNELLING VEHICLES

There are some circumstance in which the ability to move underground is invaluable. An underground vehicle is untouched by the battle which may be raging on the surface, and can avoid most obstacles simply by going under them. And the enemy can never be entirely sure where a tunneller may surface to rejoin the battle.

Tunnelling Vehicles are a sub-class of armoured vehicles. As well as the normal armoured vehicles rules, there are several special rules which relate to all tunnelling vehicles.

MODELS

A tunnelling vehicle normally consists of two elements: the tunneller itself and a surface transport vehicle. For this reason, each tunneller is represented on the tabletop by three separate models. A model of the complete unit is used when the vehicle is moving into position. When it starts tunnelling, the tunneller is removed and only the transport section is left in position to mark the point of entry. Finally, a model of the surfacing tunneller is used to mark the point where it breaks the surface and can deploy its troops.

SURFACE MOVEMENT

Before tunnelling starts, the vehicle moves on the tabletop as a normal armoured vehicle. The data card for a tunnelling vehicle has two sets of movement numbers, marked *surface* and *tunnelling*. The transporter moves at the *surface* movement rates, obeying all the normal movement rules for armoured vehicles.

After the tunneller has started on its underground journey, the transporter is left behind. It may not move, and, being unarmed, may not fire. It may, however, be used as cover by infantry, and it blocks movement and line of sight in the same way as a normal armoured vehicle.

*Cold is my heart against heresy; through cold stone shall I strike
Hot is the doom of the Traitor; my heart burns for revenge*

Brother Thatton's lips moved silently, following the words of the Canticus Incursi Subterranei as it came over the comlink.

*Red is the blood of the faithful; whose virtue glows like magma
Black is the heart of the Traitor; through blackness be it reached*

The chanting was almost drowned by the grating, rumbling sound of the tunneller. The very ground must be shaking, thought Thatton, as the assault force tunnelled towards its objective. Over two hundred Space Wolves, embarked on six Imperial Moles and a dozen Termite tunnellers. A surprise thrust at the Traitors' heart - to cut it out and cleanse it with fire.

The pitch of the motors changed as the Mole broke surface. The whine of servos was followed by the roar of bolter and missile fire as the turrets extended from within the Mole's body and cleared the surrounding area. Then the cabin doors opened.

Following his detachment out into a hail of fire, Thatton found himself in a square between four high buildings. Vindicators and Predators were turning frantically - they had been set up to cover the entrances, and the subterranean attack had bypassed them. The Loyalists had gained precious minutes.

Flame jetted out from the ground floor of one building, and one corner began to sag. A tunneller had come up beneath it. Thatton murmured the Prayer for the Fallen as he thumbed his jump pack into life. The way to the Traitors' command centre was open.

UNDERGROUND MOVEMENT

Each tunnelling vehicle has a single movement rate for underground movement. It may start tunnelling at the beginning of any movement phase. When tunnelling starts, the transporter model is aligned on the tabletop so that the tunneller is facing in the desired direction - a single turn of up to 45° may be combined with the start of tunnelling. Then, the player notes down secretly the number of turns for which he wishes the tunneller to move underground. This information is kept secret until underground movement comes to an end, in the first fire segment of the movement phase of the stated turn.

When the tunneller surfaces, place a burst template at the desired point, with the number 1 pointing back towards the transport vehicle. Then roll for deviation: the tunneller deviates D6 cm in a random direction. Place the surfacing tunneller model on the table in the indicated position.

If a tunneller surfaces directly beneath a vehicle, Titan or infantry stand, treat it as a ram or overrun attack. If a tunneller surfaces beneath a building, the building suffers D3-1 critical hits (ie roll a D6, halve the result and subtract 1, rounding fractions down), and the tunneller must make a successful saving throw to avoid destruction.

A tunneller may transport troops in the same way as a normal armoured vehicle. Note, though, that troops may not disembark while moving underground, and that if the tunneller is destroyed while surfacing, any troops it is carrying are also destroyed.

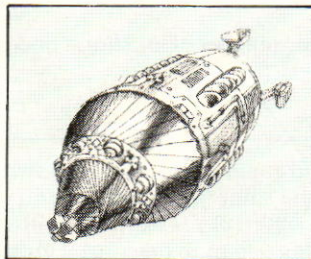
A tunneller may not turn, shoot or be fired on while it is underground. It may fire normally in the first fire segment of each combat phase after it surfaces, but may not move after surfacing.

SETTING UP

When setting up a force that includes tunnelling vehicles, it is possible to set up tunnellers so that they are already underground. This is particularly useful when you have a large playing area, where tunnellers would take some time to move into position.

Set-up is handled as normal, but the transporter models are placed on the table instead of the complete transporter-plus-tunneller models. The tunnellers themselves are assumed to have been tunnelling for up to 3 complete turns before the battle starts on the surface. Note that the direction of tunnelling must be indicated by the facing of the transporter models when they are set up.

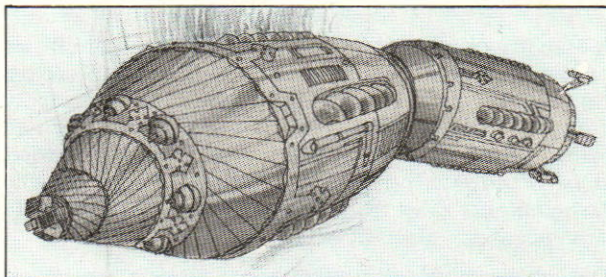
THE TERMITE



The Termite is a small assault tunneller, used to transport troops without exposing them to enemy fire. It can also be used for mounting surprise attacks, appearing behind enemy lines and causing maximum disruption. In this latter role, the vehicle played a

decisive part in the capture of Abfall B, when the whole of the first Company of the Imperial Fists Space Marines were transported underground into the heart of the Traitor stronghold by more than fifty Termites.

THE IMPERIAL MOLE



The Mole is similar to the Termite, but larger and has a greater carrying capacity. It may transport up to 4 stands of infantry in the same way as the Termite. It is also more heavily armed, with a combination of multi-launcher and heavy bolters allowing rapid clearance of the surfacing zone for safe troop deployment.

ARMoured VEHICLE DETACHMENTS

Standard detachments for armoured vehicles are as follows:

Detachment Type	Number and Type	Battle Rating
Predator Detachment	4 x Predator	540
Vindicator Detachment	4 x Vindicator	360
Termite Detachment	4 x Termite	420
Mole Detachment	2 x Mole	360



DEVICES FOR ARMoured VEHICLES

If both players agree, it is possible to fit armoured vehicles with a range of devices for various battlefield roles. Note that all vehicles in a detachment must be identically equipped - if one vehicle is fitted with a device, then all vehicles in the same detachment must have the same device. It is, of course, possible to use the *Non-Standard Detachments* rules from *Space Marine* to field single vehicles with a given device.

Devices may not normally be fitted to tunnelling vehicles. The only exception is the Demolition Termite, a standard Termite which may be fitted with a single demolition charge.

Fitting a vehicle with a device increases the vehicle's battle rating by 50 points, regardless of the device used.

DEMOLITION CHARGE

The vehicle carries a heavy explosive charge, which is used to demolish buildings. When you fit vehicles with demolition charges, take one *demo charge marker* for each vehicle in the detachment. In order to place a charge in a building, the vehicle must move next to it. A charge may not be placed in a building which is occupied by enemy troops. When the charge is placed, a demo charge marker is placed next to the building. The charge may be detonated by remote control whenever the player wishes, provided that at least one vehicle survives from the detachment that placed it. When the charge is detonated, the building takes D6 critical hits.

An armoured vehicle may carry only one demolition charge, and a vehicle fitted with a demolition charge may not carry troops. Demolition charges may not be used to attack Titans or any other enemy units.

HEADHUNTER

Headhunter is an array of equipment developed by the Adeptus Mechanicus for disrupting enemy command structures. When a vehicle fitted with Headhunter moves within 6 cm of an enemy command stand, the apparatus locates the frequency of the command comlink and broadcasts a powerful short-range disruption signal. This takes place in the vehicle's normal firing segment, and an immediate saving throw must be made for all enemy command stands within 6 cm of the vehicle. If the saving throw is successful, there is no effect; if it is failed, the officer is knocked out by the strength of the interference signal, and is treated as killed. The command banner is removed from the stand.

MINELAYER

The vehicle is fitted with minelaying equipment, and two mines of the type used in a mine dispenser missile. Take two mine counters for each vehicle in the detachment.

A mine may be released at any time during the vehicle's movement, by placing the counter on the table at the appropriate point. It becomes active at the start of the next combat phase, and operates in exactly the same way as a standard mine from a mine dispenser missile.

Because of the space taken up by the mine dispenser, the vehicle may not carry infantry.

MINESWEEPER

The vehicle is fitted with an array of remote sensors, signal jammers and other apparatus for knocking out mines. Whenever the vehicle moves within 3 cm of a mine counter, the player controlling the vehicle rolls a D6: on a roll of 1-5 the mine is knocked out and removed from the table, while on a roll of 6 the minesweeping equipment malfunctions and the mine detonates normally.

The equipment is bulky, and means that the vehicle may not carry infantry.

RELAY

RELAY is a remote command system which allows the vehicle to take over control of support missiles fired from off-table or from a friendly Titan.

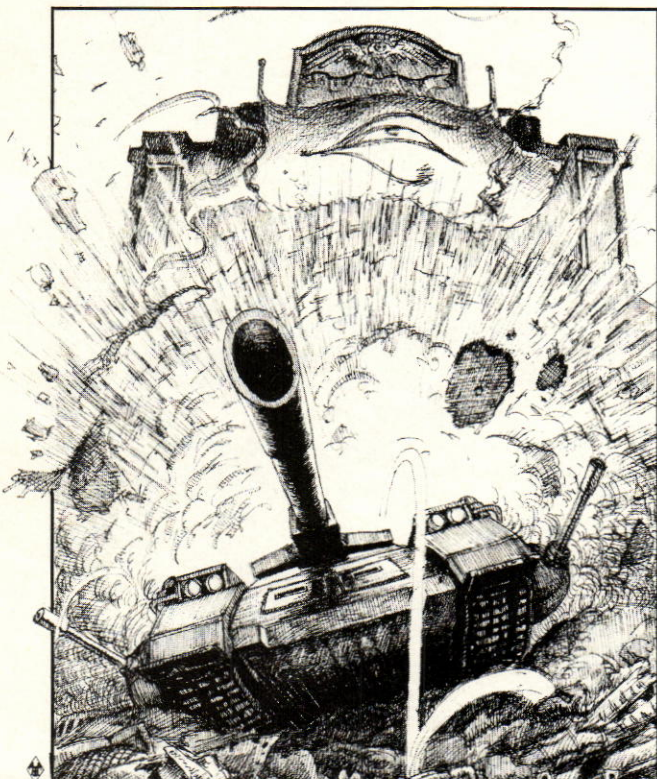
In the case of off-table missile fire, a vehicle with RELAY may take over terminal guidance of any friendly support missile fired at a target within 36 cm of the vehicle. The support missile gains a +1 modifier to hit.

In the case of support missiles fired from friendly Titans, use the normal rules for RELAY in the *Adeptus Titanicus* rulebook.

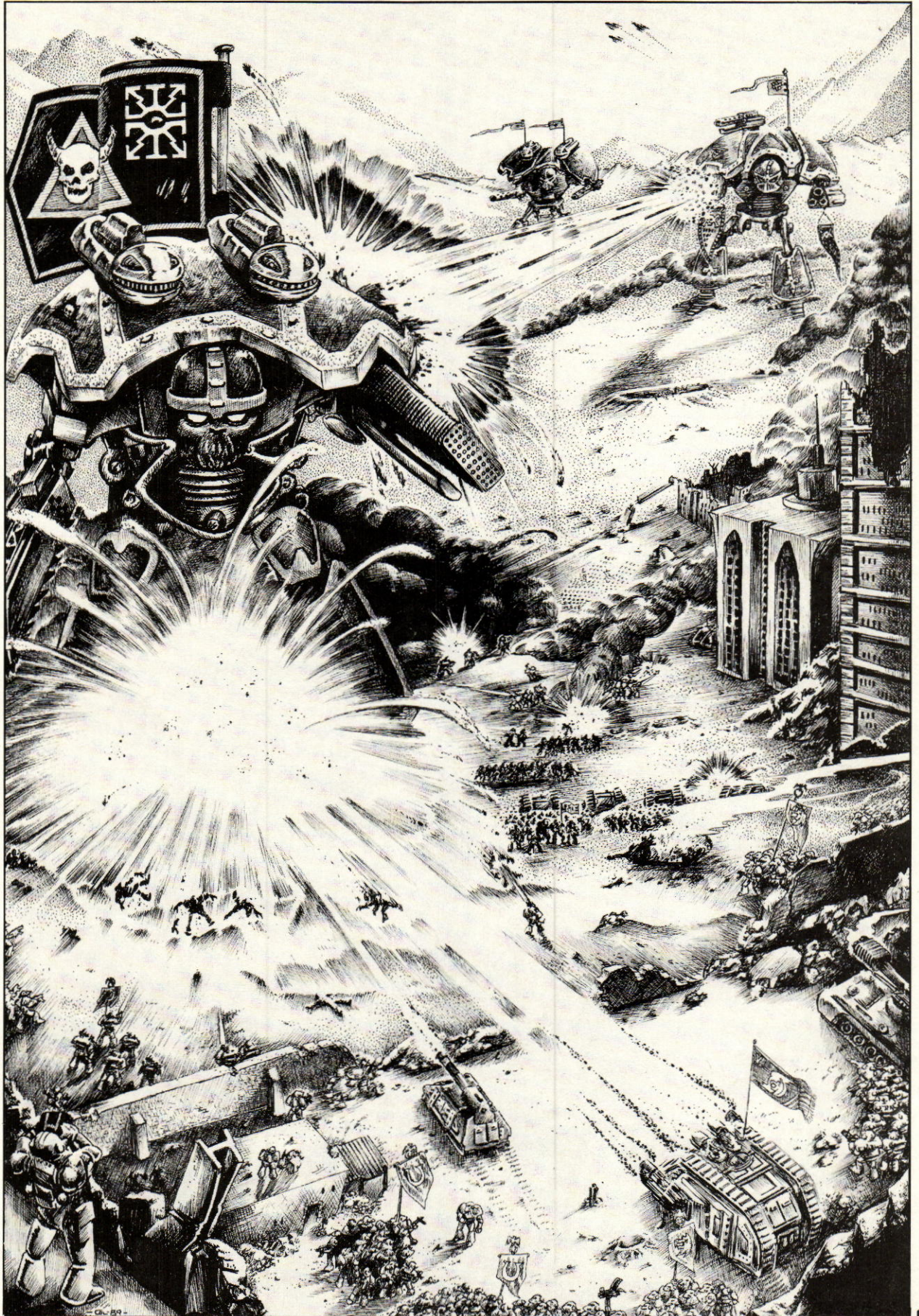
A RELAY system can handle any number of missiles at once, but may only select one target per turn.

SUPPORT COMLINK

The vehicle carries a command comlink, and can call down supporting fire in exactly the same way as an infantry command stand. Placing an observer for supporting fire within an armoured vehicle is a common practice; it gives the observer greater protection and provides him with increased mobility while he guides the incoming missiles and barrages. Full rules for calling down supporting fire can be found in the *Space Marine* rulebook.

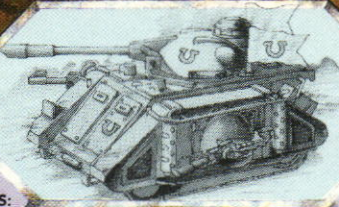


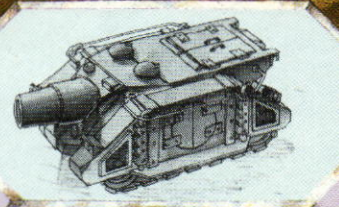
Demolition charge exploding behind a Predator



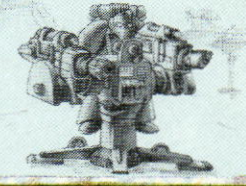
Combined force of Ultramarines and Space Wolves hold their ground against heavy Traitor assault

CH

PREDATOR		ARMoured VEHICLE
AR: +1		CAF: +2/+1
SAVE: 4+		SPEED: 20/40
WEAPONS: Auto-Cannon (Tt) Las-Cannon (SwL) Las-Cannon (SwR) Bolter (Tt)		BATTLE RATING: 135

VINDICATOR		ARMoured VEHICLE
AR: 0		CAF: +2/+1
SAVE: 4+		SPEED: 20/30
WEAPONS: Thunderer (SwF) Bolter (Tt)		BATTLE RATING: 90

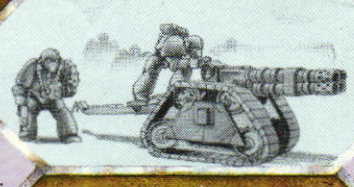
JET BIKE		LIGHT VEHICLE
AR: +2		CAF: 0/-2
SAVE: None		SPEED: 30/60
WEAPONS: Bolter (FxF)		BATTLE RATING: 30
Skimmer		

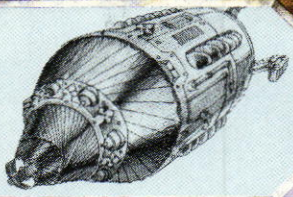
TARANTULA		LIGHT VEHICLE
AR: +2		CAF: -1/-3
SAVE: None		SPEED: 8/16
WEAPONS: Las-Cannon (Tt2)		BATTLE RATING: 40

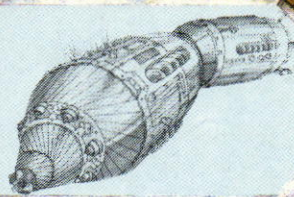
LAND SPEEDER		LIGHT VEHICLE
AR: +2		CAF: +1/-1
SAVE: 6+		SPEED: 24/36
WEAPONS: Melta-Gun (FxF) Multi-Melta (Tt)		BATTLE RATING: 40
Skimmer		

BIKE COMBINATION		LIGHT VEHICLE
AR: +2		CAF: 0/-2
SAVE: None		SPEED: 24/36
WEAPONS: Bolter (FxF) Multi-Melta (SwF)		BATTLE RATING: 25

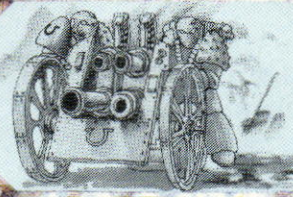
BIKE		LIGHT VEHICLE
AR: +2		CAF: 0/-2
SAVE: None		SPEED: 32/48
WEAPONS: Bolter (FxF)		BATTLE RATING: 25

RAPIER		LIGHT VEHICLE
AR: +2		CAF: 0/-2
SAVE: 6+		SPEED: 24/36
WEAPONS: Multi-Laser (SwF)		BATTLE RATING: 45

TERMITE		ARMoured VEHICLE
AR: +1		CAF: +2/0
SAVE: 4+		SPEED: surface 16/24 tunnelling 12
WEAPONS: Las-Cannon (Fx2) Heavy Bolter (Tt)		BATTLE RATING: 130
Tunneller. May carry up to 2 infantry stands.		

IMPERIAL MOLE		ARMoured VEHICLE
AR: 0		CAF: +2/+1
SAVE: 3+		SPEED: surface 16/24 tunnelling 10
WEAPONS: Multi-Launcher (Tt2) Heavy Bolter (Tt2)		BATTLE RATING: 180
Tunneller. May carry up to 4 infantry stands.		

MOLE MORTAR		LIGHT VEHICLE
AR: +2		CAF: -1/-3
SAVE: None		SPEED: NA/8
WEAPONS: Mole Mortar (SwF)		BATTLE RATING: 20
Field Artillery		

THUDD GUN		LIGHT VEHICLE
AR: +2		CAF: -1/-3
SAVE: None		SPEED: NA/8
WEAPONS: Thudd Gun (SwF)		BATTLE RATING: 20
Field Artillery		

These data cards should be mounted on card and cut out.

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These data cards are taken from *Codex Titanicus*, and conform to the rules for the Space Marine boxed game. They differ from the data cards published in the Land Raider article in WD110 in the following ways:

1. **SwF** - some weapons have a swivel forward (SwF) mount. This gives a 180° forward fire arc.
2. **Saving Throw** - *Damage Ratings* are no longer used. Instead, vehicles which suffer *superficial damage* must roll their Saving Throw number or more on a D6 in order to avoid destruction.
3. **Close Assault Factor (CAF)** - this replaces the *Vehicles vs Infantry* close combat modifiers for being a Dreadnought or an Armoured Vehicle. Note that the CAF has two values: the first is used in infantry overruns, and the second in all other circumstances.
4. **Field Artillery** - this remark has to do with the advanced design systems in *Codex Titanicus*; ignore it for now. Note, however, that field artillery units have only one speed - they may only move if they are given *Charge* orders.
5. **Skimmers** - this name has been given to low-flying light vehicles such as Jet Bikes and Imperial Speeders. When a detachment of skimmers is given *Charge* orders, they are assumed to be flying high enough to ignore obstacles and terrain effects.
6. **Walkers** - this includes Dreadnoughts and Robots.

LIGHT VEHICLES

Light vehicles fit in between armoured vehicles and infantry: they are vehicles where the crew is wholly or partially exposed to enemy fire. This means that they can be targeted as infantry or vehicles - the attacker will choose his target depending upon the weapon he's using, sometimes hoping to disable the vehicle by killing its crew, and sometimes seeking to destroy the vehicle itself.

The category of light vehicles includes *skimmers*, vehicles that are capable of hovering and flying, and *field artillery*, mobile weapons with a small crew. These allow a fast initial disposition of firepower during an assault, and a rapid response to enemy movements and counter-attacks.

The following count as light vehicles: Motorbikes, Motorbike Sidecar Combinations, Jet Bikes, Land Speeders, Rapiers, Tarantulas, Mole Mortars and Thudd Guns.

When an enemy unit fires on a light vehicle, the firer may choose whether to treat it as a vehicle target or an infantry target.

This choice may be made for *each* weapon that fires, including different weapon types from the same stand.

For example, when a Space Marine Support Stand fires on a Jet Bike, the Space Marine player may choose to treat the Jet Bike as an infantry target when firing bolters, and as a vehicle target when firing las-cannon.

SKIMMERS

Not all vehicles travel on the land surface; some, like Jet Bikes, hover above the ground and are capable of flying over obstacles. These vehicles are called *skimmers*. Jet Bikes and Land Speeders are skimmers.

Skimmers move as normal vehicles under most circumstances. When a skimmer detachment is given charge orders, it is assumed to be flying high enough to ignore any obstacles 8 cm high or less. At the beginning and end of the move, however, the detachment is assumed to be at ground level. Thus, for example, a Jet Bike Detachment with charge orders may fly over a low building and drop down into cover behind it.

When a skimmer attempts a ram attack against a Titan, roll for the ram normally, then consult the following table:

SKIMMER AGAINST TITAN RAM TABLE

Titan has operating void shields

Beats Titan's score: skimmer destroyed, 1 void shield knocked down on Titan.

Equals Titan's score or less: skimmer destroyed; Titan not affected.

Titan has no operating void shields

Beats Titan's score by 3 or more: skimmer destroyed; Titan takes *Critical Damage*.

Beats Titan's score by 1-2: skimmer destroyed; Titan takes *Superficial Damage*.

Equals Titan's score or less: skimmer destroyed; Titan not affected.

Note that damage location is determined normally when a skimmer rams a Titan.

FIELD ARTILLERY

Field artillery is a subclass of light vehicles, consisting of a slow-moving weapon with a small crew. Mole Mortars and Thudd Guns are field artillery.

In most respects, field artillery behaves as a normal light vehicle. However, it is somewhat less mobile, and has only one movement rate - charge. This means that while it is possible to move and fire the piece in the same turn, its accuracy suffers.

Field artillery generally has a swivel forward (SwF) weapon mount; this gives a 180° fire arc to the front of the vehicle.

Field artillery may *not* make ram or overrun attacks. Note that it still has a CAF score for use when it is attacked in close combat by other units.

The speeders drifted slowly above the grey buildings of Haldik City, the soft whine of their engines barely audible above the deep thumps from the battlefield some two hundred feet below.

Brother-Captain Daral ordered the speeders to hover, sixty sleek machines in a huge V-formation, waiting for the bikes to show themselves. The speeders slammed a line of shells into an alleyway, hoping to flush the Dark Angels out. To Daral's amazement, the six bike detachments, now down to sixty men, appeared from a warehouse to the left of the main street. Daral cursed. "Damn, they must have doubled back." It was a tactic he should have known they'd use - he'd gone through the same training as them, after all.

But it was too late; the bikes had the advantage of surprise and thundered beneath the speeders, spraying their undersides with multi-meltas. A dozen of the speeders burst into flame, scattering the streets below with shrapnel. The shattered hulls fell earthwards, crashing into the nearest building.

The rest of the speeders swung into a steep nose dive, flying around the falling masonry and metal and strafing the bikes and sidecars as they scattered into the side streets. Ten, twenty, thirty - the bikes were torn apart by the attack run, the speeders' multi-meltas turning them into boiling slag. A single Marine flashed across Daral's sights, his face contorted in horror and disbelief. Daral allowed himself a smile as he squeezed the trigger, vapourising the Marine where he stood. "One for the Warmaster. One who refused to join us."

Most of the Marines were killed immediately in the raging firestorm, melted into a tangle of flesh and iron with their bikes. A few managed to survive, flung to the ground in the confusion. They took up positions beneath the battered shells of abandoned cars, and lay behind broken walls, hoping the speeders would fly on.

But there was to be no safety for any of them. The small black specks in the sky were getting larger; the speeders were coming back to finish them off.

Brother Garalk watched as the speeders twisted in the smoke-filled air, screaming back towards him with their guns blazing. They'd destroyed his bike, but the blast had thrown him to one side and left him alive. Now they were going to do the job properly. Garalk began to pray, pray for those who had turned against the Emperor and fallen from the path. They were men he once called Brother, and they were about to kill him.

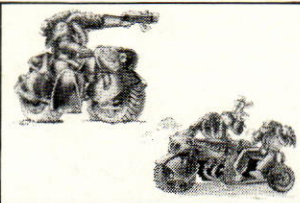
The warehouse shattered in a blinding white flash, the walls crumbling in on themselves as their foundations gave way. Garalk's scream echoed in the empty streets.

The speeders swung across the ruins, their slipstreams cutting clear swathes through the thick, oily smoke that hung over the crumbling walls. They had barely gone fifty yards when they were caught from behind. Huddled in a trench at the rear of the warehouse were twenty rapiers. Protected from the explosion by an earth wall, they had waited until the speeders were overhead before they fired. Six speeders were torn apart and plummeted into the ground.

There was confusion: the speeders lurched in random directions, desperately trying to avoid the laser bolts that lit up the sky around them. Another of the speeders was hit, the beam dancing across its hull. There was a flash of fire and its superstructure shattered. The speeder twisted and caught its neighbour a glancing blow, the two vehicles locking together as the heat welded their hulls. They dipped towards the ground and hit the dirt with a crash.

Daral's command was down to twenty vehicles when the firing suddenly stopped. Unable to understand why, he swung his speeder round, back towards the trench. Standing in the middle of a crater of twisted metal and scorched earth was the massive form of a Deaths Head Titan. Daral grinned. "Reform around the Warlord. Horus guides us to victory."

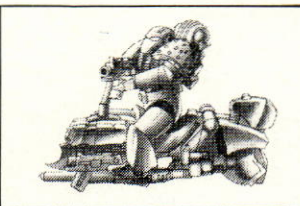
MOTORBIKE



Motorbikes are widely used by the Space Marines to provide fast and mobile troop detachments. The bikes are fitted with a forward-firing bolter, and are also used in a two-man sidecar combination with

an additional swivel-mounted support weapon - commonly a multi-melta.

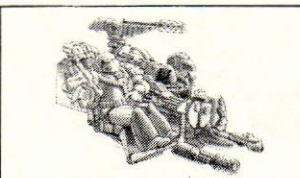
JET BIKE



The Jet Bike is a popular vehicle for advance and scouting purposes, and is used as standard by all Space Marine Chapters. It mounts a single forward-firing bolter, but mobility and speed are its main weapons.

Many rapid deployment close assaults have been won due to the presence of Marine Jet Bike Detachments.

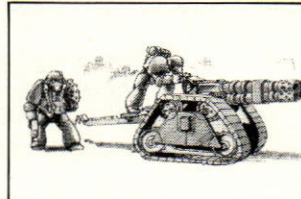
LAND SPEEDER



The Land Speeder is a heavy skimmer, with a two-man crew and heavier armament than a Jet Bike. It is used for a wide range of scouting and fast ground-attack functions. Land Speeders

are usually armed with a forward-firing melta-gun and a turret-mounted multi-melta, and have a crew of two Marines.

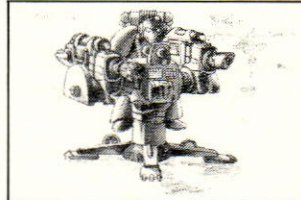
RAPIER



The Rapier is a tracked mobile weapon mount, widely used in a heavy anti-personnel role. The typical armament is a multi-laser, making the Rapier very effective against infantry and light vehicles. The

Rapier requires a crew of two.

TARANTULA



The Tarantula is another mobile weapon mount, with a gravitic base which allows it to traverse rough ground easily. It mounts a pair of support weapons; las-cannons are the most common armament. The

Tarantula requires a crew of one.

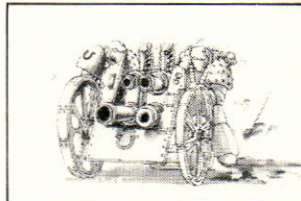
MOLE MORTAR



The Mole Mortar, as its name suggests, consists of an angled tube which fires a drill-equipped shell down into the ground. The shell burrows its way to the target, exploding under the ground or slightly above it.

The Mole Mortar requires a crew of two.

THUDD GUN



The Thudd Gun is a quad-mounted mobile weapon firing high-explosive shells similar to those used in an auto-cannon. Thudd Guns saw wide service during the Heresy, even being used inside the Imperial Palace

on Terra to defend strategic corridors against the defending Traitors. The Thudd Gun requires a crew of two.

LIGHT VEHICLE DETACHMENTS

Standard Imperial light vehicle detachments are as follows:

Detachment Type	Number and Type	Battle Rating
Bike Detachment	6 x Bike	150
Sidecar Detachment	6 x Bike Combo	150
Jet Bike Detachment	6 x Jet Bike	180
Land Speeder Detachment	6 x Land Speeder	240
Rapier Detachment	4 x Rapier	180
Tarantula Detachment	4 x Tarantula	160
Mole Mortar Detachment	6 x Mole Mortar	120
Thudd Gun Detachment	6 x Thudd Gun	120

NEW WEAPONS

Five new weapons have been mentioned in this section: the Mole Mortar, the multi-laser, the Thunderer, the Thudd Gun and the Deathwind multi-launcher.

The *Deathwind multi-launcher* is a special weapon, and is only ever found fitted to Deathwind Landing Pods. It is fully described in the appropriate section of this book. The *Mole Mortar* and the *Thudd Gun* are fully described in the section on *Light Vehicles*.

The *multi-laser* is a rapid-firing combination laser weapon, designed to deliver an extremely high rate of fire against infantry and light vehicles. Because of its rapid firing rate, the multi-laser is also capable of inflicting damage on an

armoured vehicle or a Titan, but a las-cannon is more effective against these targets.

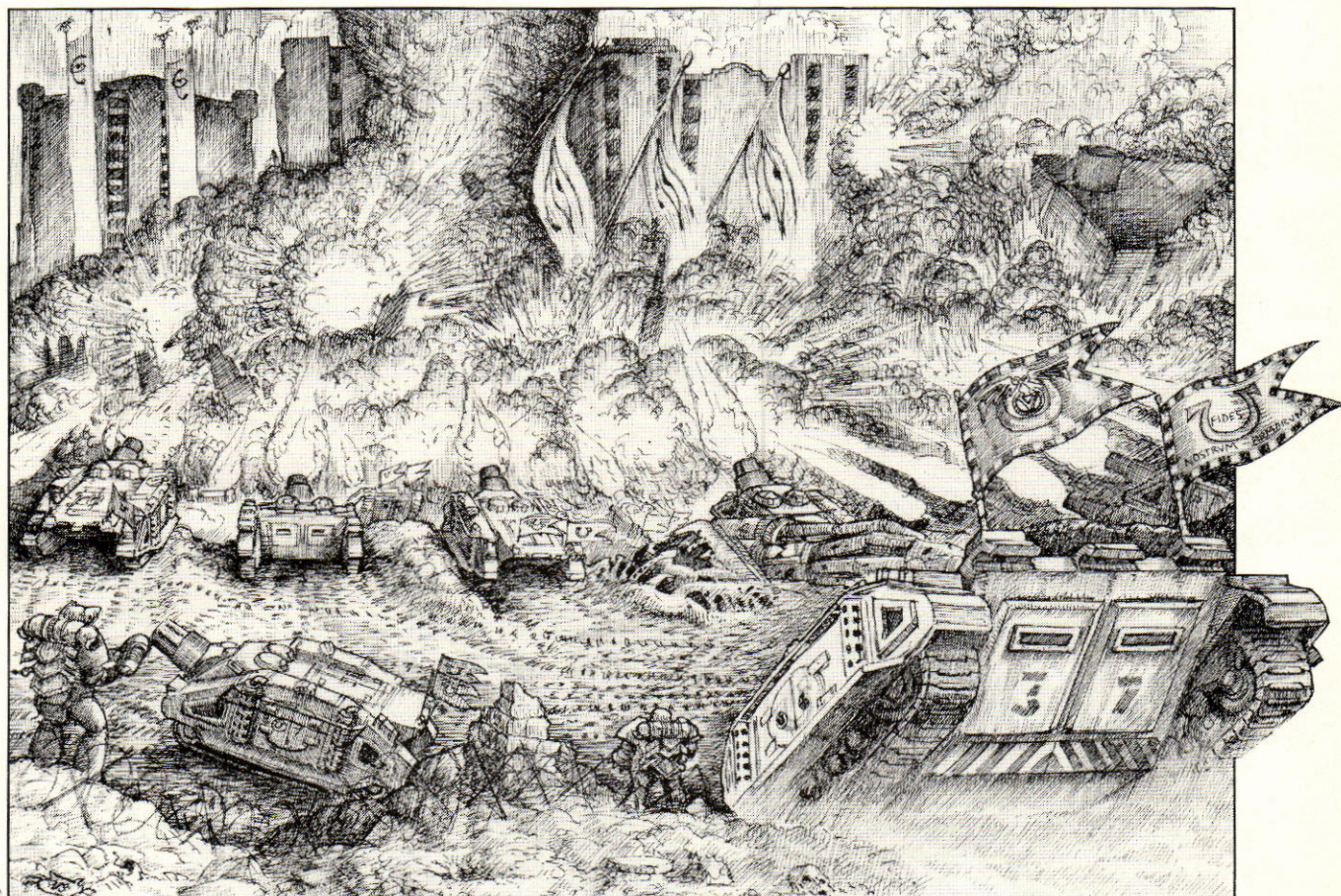
The *Thunderer* is an assault weapon developed from the macro-cannon, with a short barrel and a shorter range. It was designed for demolition and streetfighting, but quickly proved to be effective against armour and Titans. While it lacks the range even of an auto-cannon, the Thunderer packs a punch which has made it a favourite with some vehicle units.

VEHICLE AND TITAN TARGETS					
Weapon	Range		Roll to Hit		Critical Hit Roll
	Short	Long	Short	Long	
Heavy Weapon					
Multi-Laser	-	60 cm	-	6+	*
Thunderer	-	18 cm	-	3+	3+

Notes
 * When a hit is scored, roll a D6. 1-3: shot deflected, no damage. 4-6: shot hits, superficial damage.

INFANTRY TARGETS					
Weapon	Range		Roll to Hit		Saving Throw Modifier
	Short	Long	Short	Long	
Heavy Weapon					
Mole Mortar	6 cm*	48 cm	-	5+(B)	-1
Multi-Laser	20 cm	60 cm	4+	5+	-1
Thudd Gun	-	36 cm	-	5+(B)	-1
Thunderer	-	18 cm	-	4+(B)	-2

Notes
 * 6 cm is the *minimum* range for the weapon; it may not fire at closer targets.



Ultramarine Vindicator Detachment bombarding Rebel emplacement

CODEX TITANICUS

TM

In this, the second of our previews of *Codex Titanicus*, we take a look at Imperial Landing Pods and Drop Ships. Landing Pods drop onto the battlefield in huge numbers - each pod contains a number of Marines or Dreadnoughts - while Drop Ships carry huge amounts of equipment and infantry, and glide into the battle to unload their deadly cargo.

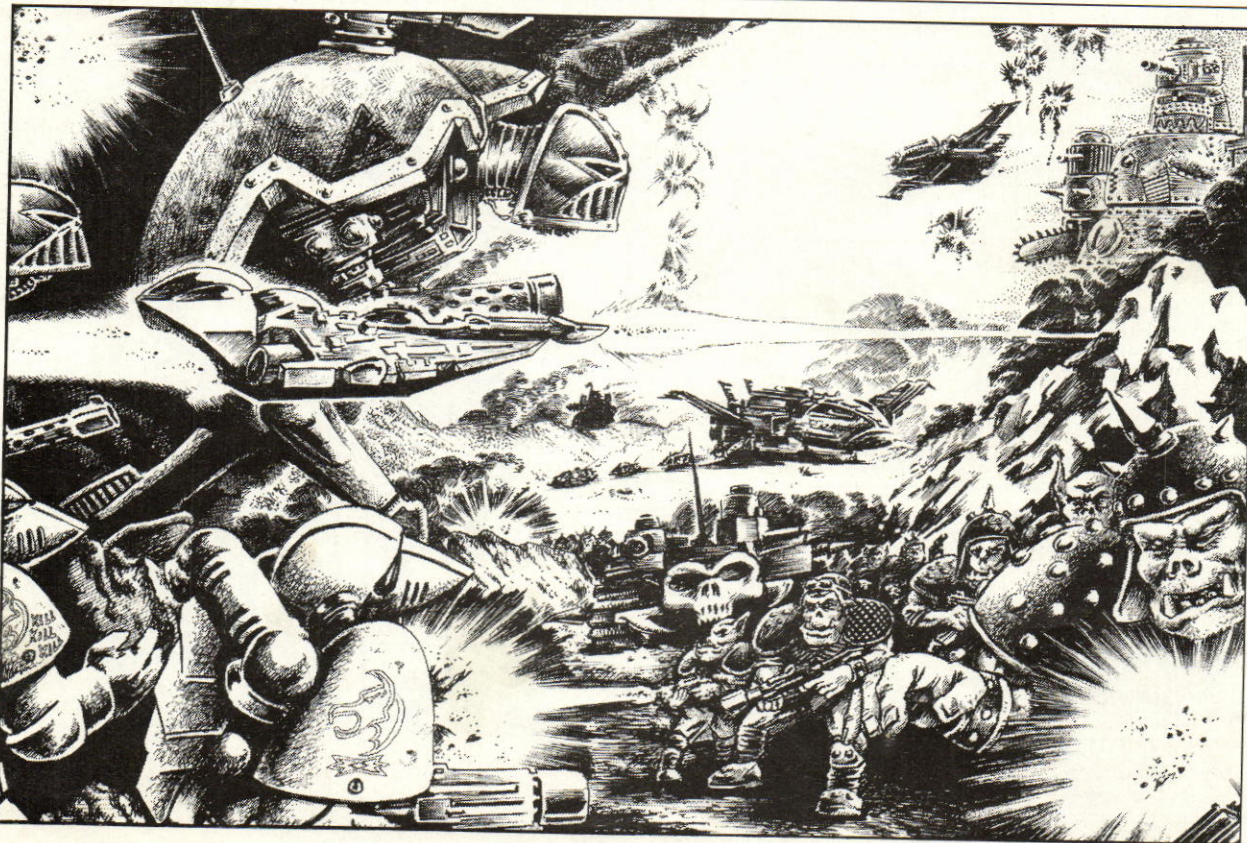
This issue also includes more information on epic scale Ork and Eldar: full rules for Ork infantry, details on Eldar Swooping Hawks, Avenging Warriors and Falcon Grav-Tank, plus the templates and counters you'll need to play.

There was a loud shudder as Thundercrusher started, belching out clouds of smoke as its Stokers bullied the engines into life. The Gargant tottered forward, crushing a squad of Madboyz who had decided to protect it at all costs. Goblod cursed; he couldn't afford to lose any troops - not now. He cast his glance towards the sky and muttered. The Eldar had been coming down for over five minutes. "That," he thought "is... um... lotz! Yeab, lotz of pointy-earz."

Eitroilán Hailthru smiled as the Swooping Hawks fell towards the ground, their lithe shapes silhouetted against the afterglow of the Shooting Stars' engines. The Eldar came down amongst the Marines' ranks, landing gracefully on the muddy rockface.

Eitroilán turned to Radin, the Space Wolves' commander. "Where your men falter, my warriors will avenge them. Where we fall, you shall lay waste to our enemies. We fight together, and nothing shall stand in our way." Radin nodded, smiling; he had never fought alongside the Eldar, but he knew their value as allies, just as he knew the fear they could cause as enemies.

Radin watched the Falcon Grav-Tanks as their las-cannon burst into life, the deadly beams of light a signal for his Marines to fire. Within seconds, the battlefield was aflame.



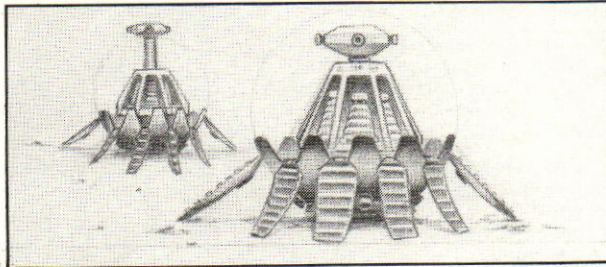
LANDING PODS AND DROP SHIPS

Landing pods and drop ships are often used to deploy forces onto the battlefield from orbiting spacecraft. The only practical difference between them is the size of the force they can carry, and the following rules apply to both types equally.

LANDING PODS

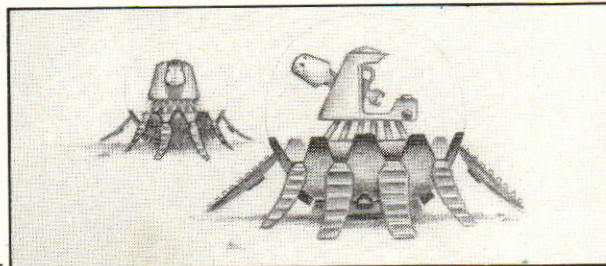
There are several distinct types of Imperial landing pod, used for different tasks. The most common types are as follows:

ASSAULT POD



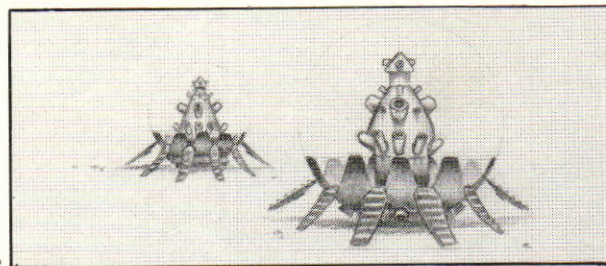
The assault pod is the type most common type of landing pod. It is capable of carrying up to two infantry stands or four Dreadnoughts, and is armed with a heavy plasma gun to provide light support.

SUPPORT POD



The support pod is used to provide heavy support for troops landed in assault pods. It is armed with a plasma cannon, and has no remaining space to carry troops.

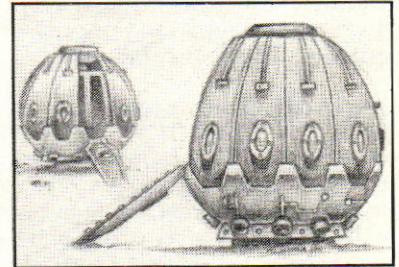
DEATHWIND POD



The Deathwind Pod is designed to land amidst heavy concentrations of enemy troops. It does not carry troops, but is equipped with a Deathwind Multi-launcher. If it survives the landing, it fires this weapon; the multi-launcher rotates at high speed, firing all its ammunition in a devastating volley, and the pod then self-destructs.

MAKING THE DROP

If a player has any landing pods, he must write down when they will arrive two turns in advance. Therefore, the player must write which landing pods will arrive on the first and second turns before the battle begins. In the end phase of the first turn, the player can write down which pods will arrive on the third turn (if any), and so on.



Landing pods arrive on the table during the order phase of the stated turn, after orders have been placed, but before they are revealed. To drop a detachment of pods take one *drop marker* for each pod (noting down which marker refers to which pod, if the pods are different) and stack all the markers on a burst template. With the other hand, hold the range ruler vertically, with one end on the table at the target point. Hold the burst template level with the top of the range ruler, and then turn it over sharply, so that the drop markers fall onto the table. Wherever a marker lands, that is where you place the pod which it represents.

Enemy forces with first fire orders may fire on pods during the drop. They fire in the order phase, and these attacks are resolved as normal snap fire attacks. Range is measured to the pod's landing-point on the table.

MISHAPS

Sometimes, a drop marker may land somewhere unfortunate: on top of an enemy unit, for example, or off the table altogether. The following rules apply to drop mishaps:

A pod is automatically destroyed if it lands off the table, on a Titan or on a Titan's base. If a pod lands on a Titan (including the base), the Titan loses one void shield if it has void shields operating, or suffers one automatic critical hit otherwise.

If a pod lands on top of any other enemy unit, the enemy unit is allowed to make one free attack with any weapons other than small arms. If this attack fails to destroy the pod, then the enemy unit is destroyed as the pod lands on top of it with retro-rockets blazing. The pod itself always survives intact.

If a pod lands on top of a building, its retros will not have slowed it enough for a safe landing. The pod and anything it contains is automatically destroyed, and the building takes D3 critical hits (ie roll 1D6 and halve the result, rounding fractions down).

THE MOVEMENT PHASE

The pod will *deploy* in the first fire segment of the movement phase. Replace the *drop mode* model with the *deployed mode* model. The pod's cargo moves out immediately; place the appropriate models on the table within 2 cm of the pod.

THE COMBAT PHASE AND THEREAFTER

Neither the pod nor any troops or vehicles deploying from it may fire in the first turn (with the exception of the Deathwind Pod - see below). In successive turns, they are given orders, move and fire normally. Pods are always assumed to have first fire orders.

DEATHWIND POD

Unlike other landing pods, the Deathwind *is* allowed to fire on the turn it lands. Place the 12cm burst circle used for the Gargant Long Tom gun over the pod at the start of the advance segment of the combat phase with the pod at the centre. Any infantry or vehicles under the burst circle, whether wholly or partially, must make an unmodified saving throw or be destroyed. Titans under the burst circle take 3 automatic hits; each hit will knock down one void shield or power field. Titans without any operating void shields or power fields will suffer superficial damage from each hit.

After the Deathwind has fired once, remove it from play.

Brother-Sergeant Cattrell pushed himself into his seat. The soft pads surrounding him followed the motion, their automatic systems making sure he was firmly restrained. The temperature was climbing; Cattrell could hear the crack of the pod's metal shell expanding in the heat of re-entry.

The rush of air around the pod shook it violently from side to side as it fell to earth, throwing his squad around as it tumbled through the air. The rubber seals on Cattrell's armour took most of the strain, but the breathing regulator on his waist was drawing blood where it rubbed against his skin. He'd get the Techmarines to look at it when he got back.

The sudden jerk of the retros caught him off guard, and he let out a gasp of air as he was pressed into his seat. Seconds later the pod hit the ground, lurching sideways as it buried itself in the dirt. Before the doors were fully spread, the restraining pads slammed open and Cattrell and his men leapt out.

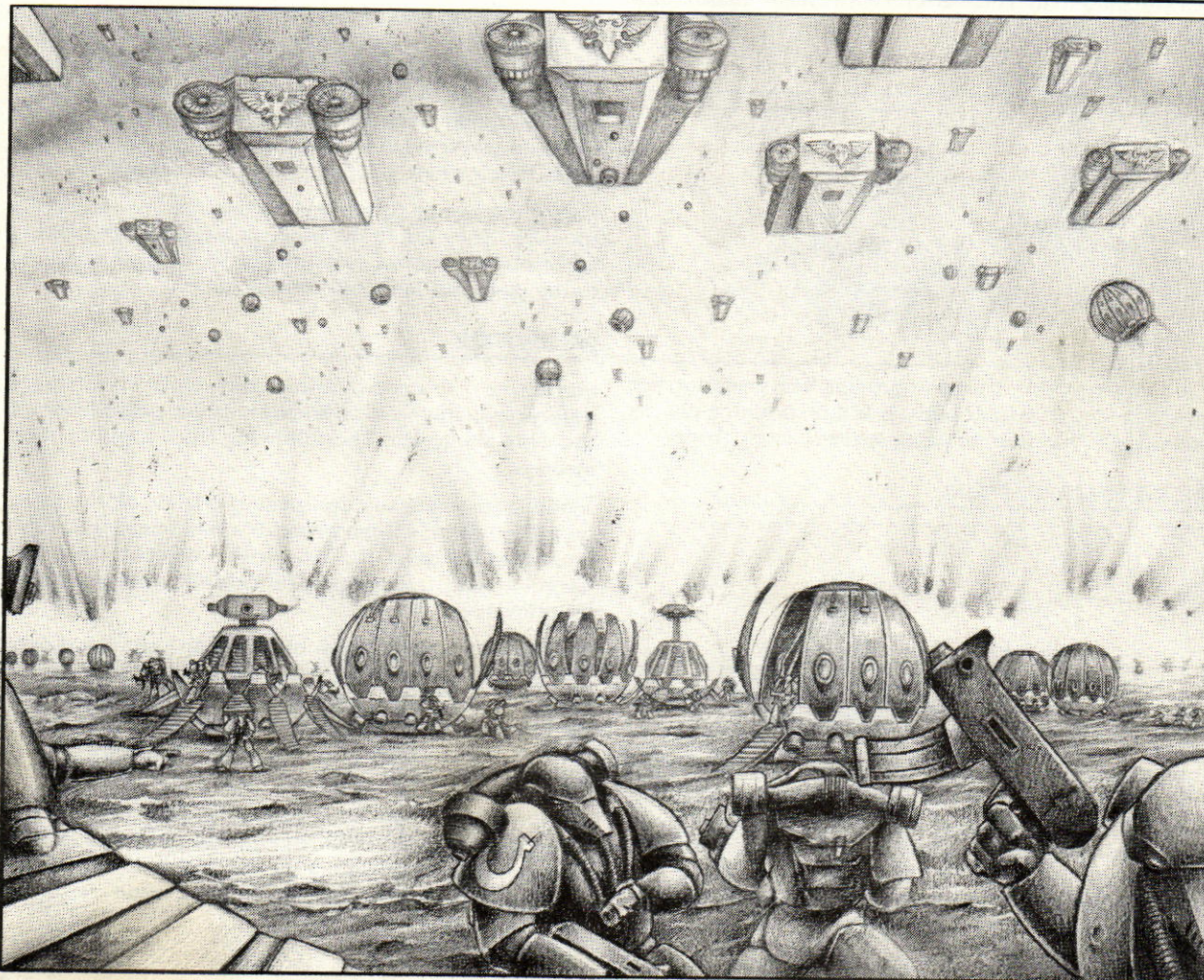
Cattrell grabbed a bolter as he sprinted down the ramp onto the planet's surface, kicking up the fine red earth that carpeted the crater floor. Fifty pods had already landed, and the Marines were securing the perimeter.

He looked up; the sky was dark with Assault Pods. They hurtled towards the ground, the engines that slowed them down only firing when the craft were fifty metres above the soil; that's what rattled your teeth - but it made them difficult to hit.

Another pod landed nearby. It hit the dusty earth with a thud and sprang open; it was the first of the Support Pods. A Marine ran up to it and vaulted into the turret. He brought it round and began to lay down a sheet of flame. The closest detachment of Orks turned into a smoking pyre of crackling flesh.

Cattrell glanced at his wrist. A stream of orders flashed across the face of his Imperium Monitor, indicating where he and his men should deploy. He flicked the acknowledgement switch, took his bearings, and ran towards the Ork's ranks, gesturing for his men to follow.

They joined a thousand Marines that poured down the rockface, sprinting towards the advancing Ork horde.



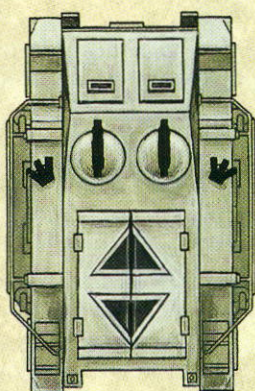
IMPERIAL RECOGNITION SYMBOLS

With their commanding view of the battlefield, Titan Princes are in an ideal position to observe the enemy formations and communicate these to the infantry and armoured vehicles some sixty feet below them.

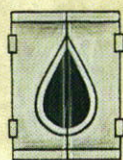
As each Prince plays such an important role in the battle, it is imperative that he correctly identifies the units he is fighting alongside. For this reason, it is common practise for Marine Chapters to paint symbols on the roofs of their vehicles to indicate the type of squads contained within.

Although they do not conform to any specific pattern, and may change from campaign to campaign, some Chapters have retained the same set of symbols for many hundreds of years. Others, especially those who have sided with Horus, change them before each battle. It is largely a matter of individual preference.

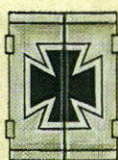
WHITE SCARS



TACTICAL/SUPPORT



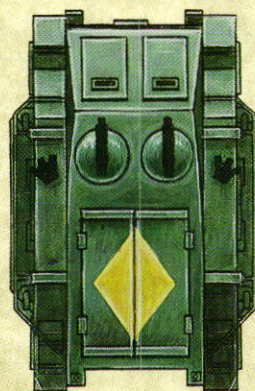
DEVASTATOR



ASSAULT

First used by the White Scars during the Chalan campaign, this set of symbols is particularly easy to distinguish at a distance, and has remained relatively unchanged for almost two centuries. Credit for the original design goes to Commander Tor Baltan, the Chapter's greatest tactician.

SALAMANDERS



TACTICAL/SUPPORT



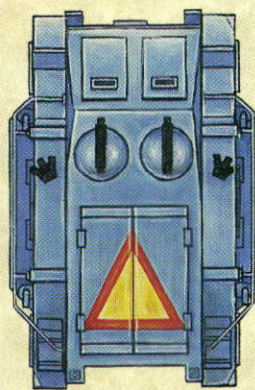
DEVASTATOR



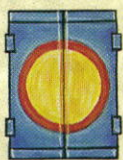
ASSAULT

These designs are based on a number of symbols found within the STC system. Although their initial origins are unclear, the Salamanders adopted them as soon as Warmaster Horus became a traitor, as a gesture to confirm their allegiance to the Imperium.

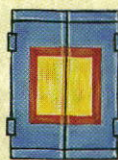
ULTRAMARINES



TACTICAL/SUPPORT



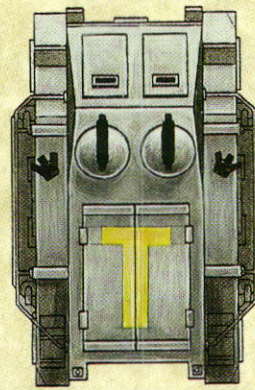
DEVASTATOR



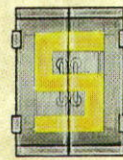
ASSAULT

The Ultramarine Chapter uses perhaps the oldest set of symbols known to Mankind: the triangle, the circle, and the square. The colour combination, yellow on blue, is particularly striking, and makes vehicle identification easy even in the most difficult conditions.

SPACE WOLVES



TACTICAL/SUPPORT



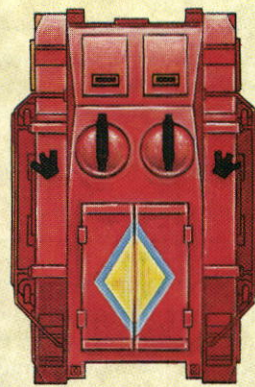
DEVASTATOR



ASSAULT

The Space Wolves have opted for an alphanumeric system of identification. Vehicles containing Tactical or Support Stands are known by the codename *Terribilis*, those with Devastator Stands as *Sacrus*, and assault stands as *Audax*. The initial letter is painted on the roof.

BLOOD ANGELS



TACTICAL/SUPPORT



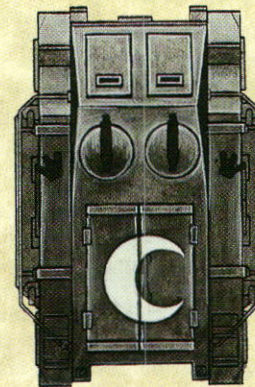
DEVASTATOR



ASSAULT

This is the set of symbols used during the actions on Feron III. Commander Milus Goss of the Blood Angels was responsible for their design, basing them on a number of hieroglyphs he found in an abandoned temple on the planet's surface.

SONS OF HORUS



TACTICAL/SUPPORT



DEVASTATOR



ASSAULT

These are the symbols that the Sons of Horus adopted when their Warmaster declared against the Emperor. They are based on the religious symbols of the feral cult into which Horus was initiated, though they have become simplified so they are recognizable at a distance.

Jansen edged the Thunderbolt onto the correct glide path: a low dip over the edge of the dune to avoid the ten or so drop ships that had already landed.

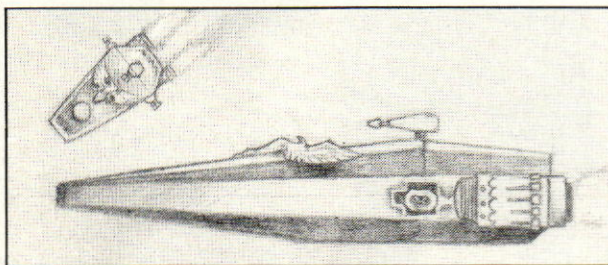
He glanced through his side windows. Good, he wasn't too close to the rest of the drop ships - they were heading towards the far side of the dune. Two hundred Thunderbolts were coming in within the next fifteen minutes. He knew that it would be hell to land if you were the last.

Jansen checked that those already down were disembarking safely. Three dozen Land Raiders had deployed and were screaming towards the Traitor's line with their las-cannon spitting fire.

The sand fountained up and to the sides as Jansen's Thunderbolt hit the ground belly first and skidded forward. Hidden by the dunes, they had at least ninety seconds to disembark. Four more Land Raiders thundered onto the planet's surface, the last out tripping the switch to raise the ramp.

His cargo gone, Jansen pulled himself over to the turret controls. The plasma cannon's sights swung across onto the rapidly approaching Traitors. Jansen squeezed the trigger...

DROP SHIPS



Drop ships are huge vehicles, used to carry large bodies of troops and machines such as Dreadnoughts into battle. There are various types in service, of which the most common is the Thunderbolt.

A drop ship can carry up to 8 stands of infantry or the equivalent, as shown on the following table. The rules for disembarking are the same as for disembarking infantry from armoured vehicles. Note that a detachment may not be split between two or more drop ships; the whole detachment must be together on the same vehicle.

TRANSPORT EQUIVALENTS

2 Dreadnoughts or Robots	= 1 infantry stand
2 light vehicles	= 1 infantry stand
1 armoured vehicle	= 2 infantry stands

Note that each unit is counted separately. Thus, 4 infantry stands and 2 Land Raiders is full load, whether or not the infantry are embarked on the Land Raiders!

MAKING THE DROP

Drop ships do not enter the battlefield in the same way as landing pods. They glide onto the battlefield with limited manoeuvre control, which means that their landing sites must be very carefully selected.

A drop ship lands in the orders phase of the turn, after orders are assigned to units but before they are revealed. First, the controlling player selects a *landing site*, where the ship will come down, and places an *entry point marker*, where it crosses the table edge. The straight line between these two points is the *glide path* - the importance of this is explained later. The landing site must be at least 6 cm away from the nearest building or other obstacle, and there must be no buildings between it and the entry point.

With its limited manoeuvre control, a drop ship may not land exactly where it is supposed to. After nominating the landing point, the player controlling the drop ship rolls for deviation to discover where the drop ship *really* lands. This is the *final landing point* - mark it with a deviation template. Once it touches the ground, the drop ship skids forward for another 2D6 cm before coming to a halt - this is called the *skid path*.

FIRING AT INCOMING DROP SHIPS

An incoming drop ship may be fired on by any model which fulfils the following conditions:

- firing model is within range and LOS of any part of the glide path (even if the drop ship will ultimately collide with the firing model)
- firing model has first fire orders

This fire takes place in the order phase, but does not affect where the drop ship lands. The drop ship counts as a vehicle target.

COLLISIONS

It is quite possible that a drop ship will collide with something while making its approach and landing. A collision will happen under the following circumstances:

- if the deviation template used to mark the final landing point covers any infantry stands or vehicles.
- if any part of the glide path, including the deviation template marking the final landing point, touches a building, Titan, Gargant or other obstacle.
- if there is any building or model of any kind on any part of the skid path.

The effects of a collision are as follows:

Collision with infantry or vehicles: place a burst template where the collision takes place. All infantry and vehicles wholly or partly under the template are automatically destroyed, with no saving throw. The drop ship and its cargo are unharmed.

Collision with buildings: both the building and the drop ship are automatically destroyed. Place the 12 cm airburst template where the collision takes place - any infantry or vehicles wholly or partly under the template must make a normal saving throw or be destroyed by flying and debris. Each stand and vehicle in the drop ship must make a normal saving throw or be destroyed; survivors may be set up within 2 cm of the collision site, but not in base-to-base contact with any enemy stands, vehicles or Titans.

POWER FIELD BANKS

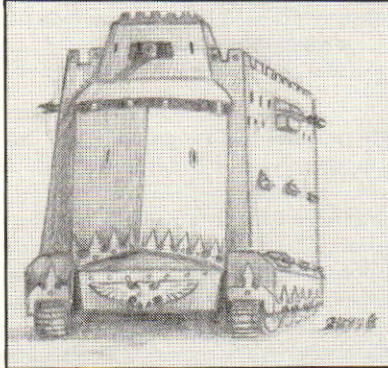
Drop ships are protected by a bank of *power fields*, as noted on their data card. A power field bank (PFB) can absorb one hit and is then destroyed, in the same way as the power fields on an Ork Gargant. You will need to keep track of which drop ships still have operating PFBs on a piece of scrap paper.

DETACHMENTS

Because of their battlefield role, landing pods and drop ships are not organised into standard detachments. Individual pods and ships are bought as the player requires. Remember, though, that you can't drop *part* of an infantry or vehicle detachment - it's all or nothing!

IMPERIAL TRANSPORTS

Imperial transports are huge tracked vehicles, used to carry large bodies of troops and machines such as Dreadnoughts into battle. There are various types in service, but most are almost as big as a Titan, and capable of carrying large forces.



One of the larger Imperial transports, the Behemoth, is almost as heavily armed as a Battle Titan, and is protected by two banks of power fields. With its heavy armour and powerful weaponry, the Behemoth is able to move

Marines to the front in relative safety, protecting them from barrages and long-range attacks as they chant their battle litanies in preparation.

Imperial transports sometimes have a battlefield role, deploying their forces and then taking up supporting positions where they act almost as semi-mobile

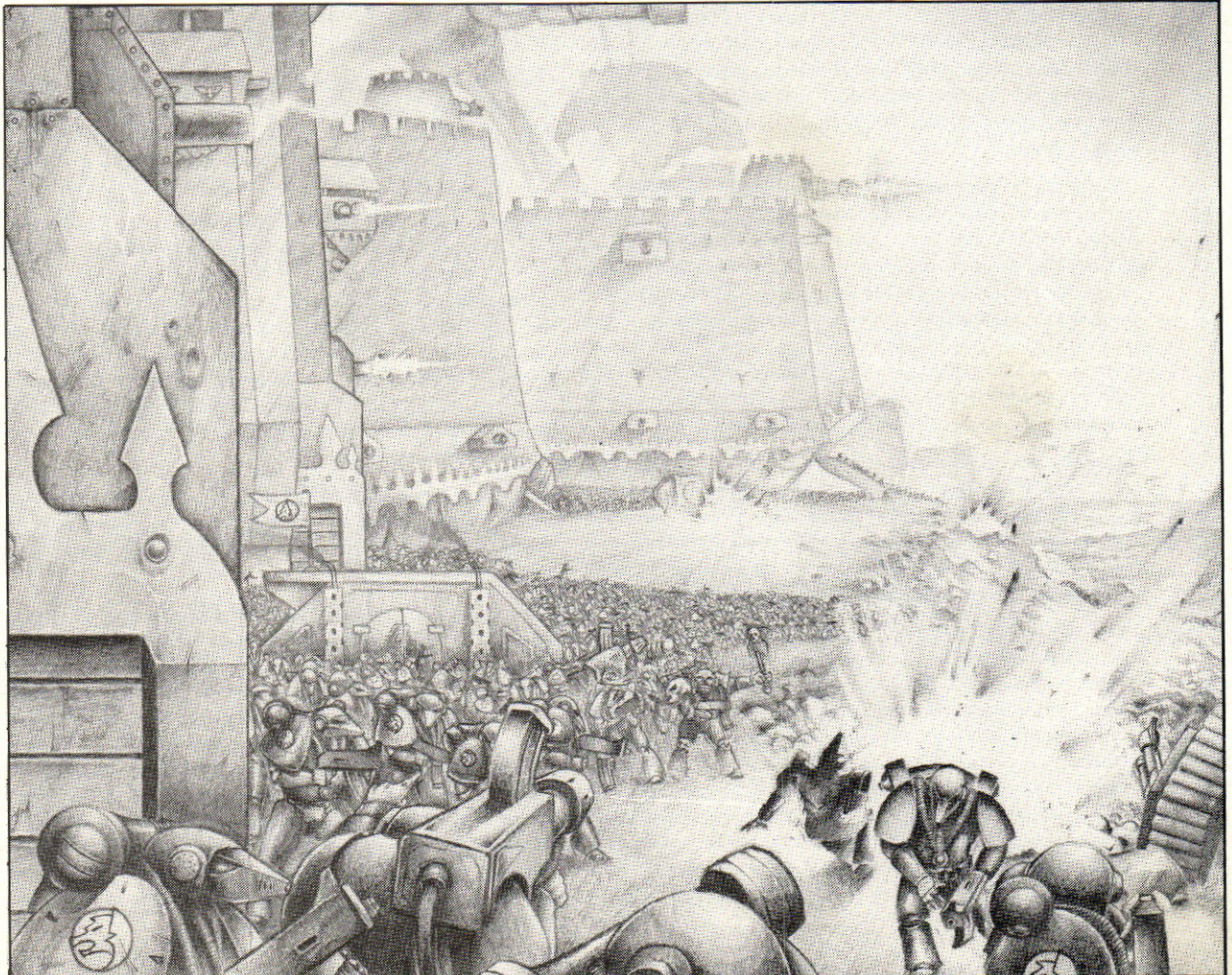
fortifications. Most Imperial transports carry some defensive armament, and some variants can mount almost as much firepower as a Titan.

An Imperial transport can carry up to 8 stands of infantry or the equivalent, as shown on the following table. The rules for disembarking are the same as for disembarking infantry from armoured vehicles. Note that a detachment may not be split between two or more transports; the whole detachment must be together on the same vehicle.

TRANSPORT EQUIVALENTS

- | | |
|--------------------------|---------------------|
| 2 Dreadnoughts or Robots | = 1 infantry stand |
| 2 light vehicles | = 1 infantry stand |
| 1 armoured vehicle | = 2 infantry stands |

Note that each unit is counted separately. Thus, 4 infantry stands and 2 Land Raiders is full load, whether or not the infantry are embarked on the Land Raiders!



Behemoths of the Space Wolves Chapter unload their Marines and Rhino detachments in the thick of the battle.

LEMAN RUSS

Leman Russ is one of the most famous of the ancient heroes of the Imperium. Many legends tell of his deeds during the dawn of Imperial History.

He was one of the twenty bio-engineered superhumans who would become the founding fathers, or Primarchs, of the original Space Marine Chapters. They were created by the Emperor to be stronger and tougher than any Human before or since. From their bio-engineered genes the Space Marines were cloned, yet even they were a pale reflection of their awesome progenitors, whose genetic material had to be diluted a thousand times for a single Marine.

Even before his birth, Leman Russ was the subject of titanic events. As the twenty foetal Primarchs slowly developed, suspended in their bio-support medium, Daemonic eyes observed them from the warp. The Daemons saw the pink and naked Primarchs lying in their amniotic tanks, and perceived the Emperor's plan. From the twenty Primarchs, a whole race of superhumans would be created. They would be Humanity's greatest champions and the scourge of aliens and Daemons alike. The Daemons saw this and raged. Aware that they could not face the Emperor himself, for he was a being of god-like power, the Daemons hatched a plan. Combining their strength, they broke down the mental barriers constructed by the Emperor to cloak the infant Primarchs, and, prevented from hurting them, sucked them into the warp. The babes were scattered throughout the galaxy, thrown onto twenty different worlds to be adopted by whatever parents they could find - parents that were not always Human.

Thus it was, on the planet of Fenris, that a mewling infant was discovered by a she-wolf as she hunted for her new-born cubs. A lesser child would have been torn apart by the giant wolf that stood as tall as a man, but no such fate would befall this golden man-cub with eyes like a wolf-king. Gently taking the child in her mighty jaws, the she-wolf bore him back to the safety of her cave, where he grew up amongst the wolf pack as part of the she-wolf's family. Within a few short years the child was an adult, for as a Primarch he was more than a normal man and grew as rapidly as his wolf-brothers.

He might have lived out all of his years with the wolves, had not Thengir, King of the people of Russ, sent his hunters into the forest to clear the pack from his land. The old grey she-wolf, and many of her cubs and claw-kin, died upon the spears and arrows of the King's hunters, but the wolf-man was spared, and Brought, bound and gagged, before King Thengir himself.

The King took the wild man from the forests into his care, and named him Leman - Leman of the Russ. Amongst men for the first time in his life, Leman quickly learned their skills, showing a natural aptitude for the way of the warrior. He mastered their weapons - iron axes and swords - and won many glorious victories. Great tales were told of his strength and courage: how he could pluck a tree from the ground and break it over his knee; how he could stand against a hundred men in battle, and within mere minutes have them begging for mercy; and how he could consume an entire ox and wash it down with a whole barrel of beer. When Thengir died, Leman became King of the Russ.

Under his leadership, they won many victories, for in battle Leman was all but invincible. When his armies marched, the howling of wolves heralded their path; when he fought, a pair of giant wolves battled by his side. Kings themselves, they were Freki and Geri, his wolf-brothers that had escaped from the King's hunters, and now had countless wolf-packs of their own to command.

The tales of King Leman were told far and wide, and came to the notice of the Emperor himself. Recognizing the power of a Primarch at work, he travelled to Fenris and confronted the Wolf-King, who blindly refused to pay him homage as the Master of Mankind. Challenged, Russ boasted that he could out-eat the Emperor, and proceeded to consume three whole oxen, forcing the Emperor to back down. Russ boasted he could out-drink the Emperor, and drained the royal cellars dry to prove the point. Russ boasted he could defeat the Emperor in combat; the Emperor held his powerglove aloft for a moment, and brought it down on the Primarch's head, felling him with a mighty blow which would have killed a lesser man. Leman Russ admitted defeat, acknowledged the Emperor, and swore to serve him faithfully.

Within years, all the Primarchs had been found, and became the fathers of twenty Chapters of Space Marines. Leman Russ became the progenitor of the Space Wolves, and was counted as a loyal servant of the Emperor.

Within a hundred years the Space Marines had reconquered the galaxy, and the Imperium was born. Throughout the Great Crusade the Space Wolves were at the front line, their leader at the head of the battle with two great wolves at his side, his coming announced by the howling of the pack.

On the world of Dulan, the Space Wolves and Dark Angels were to assault an enemy held fortress. Russ claimed the right to lead the attack, but 'Lion' El'Jonson, commander of the Dark Angels, refused and started the attack early. Russ was furious, and began a feud which was to continue for three centuries. The Emperor intervened to quell the fighting, and ordered that the disagreement be settled with a duel. Leman Russ faced his friend in combat and took a blade through the heart; the duel was declared a draw, and the normally fatal wound healed within weeks.

The Primarchs were to fight four more times before the death of El'Jonson. Friends to the end, they were united by shared rivalry and sense of honour. The feud would arise again, but not in Russ's lifetime.

Then came the betrayal. Like Russ, Horus was a Primarch. Unlike Russ he bore the title of Imperial Warmaster, and had complete control over five Chapters of Space Marines. Perhaps Horus was tainted by Chaos when abducted as a babe, or perhaps he was weakened by the exposure to the warp. Whatever the cause, Horus was responsible for the largest treachery Mankind has even known. In a single moment he threw away his love for the Emperor and the Imperium, he cast his pride into the dirt, discarded everything he stood for, and struck out. Across a hundred worlds, a thousand million men wept for their Emperor, who had been so cruelly betrayed by a man he called friend. For the first time, Marine would fight Marine in what would become known as the Horus Heresy.



ORK INFANTRY

Ork infantry detachments are very different to those used by the Imperium or the Eldar.

Most importantly, the number of stands in each detachment is determined randomly, as shown on the *Ork Detachment Table*. This represents the fact that Orks raise their troops in an almost feudal manner, with families and households sending the fighting men they can spare to join in any battles. For this reason, an Ork commander can never be sure quite how many troops are going to turn up to a battle.

Secondly, the Ork command structure is highly centralised. Ork commanders (the Orkish term is *Warboss*) guard their power jealously, lest it be used against them by an ambitious underling. This means that there are fewer commanders than in other races, with a correspondingly larger average detachment size.

INFANTRY STANDS

There are seven types of Ork infantry stand: *Warboss*, *Noble*, *Boyz*, *'Eavyboyz*, *Stormboyz*, *Stormboyz Command* and *Madboyz*. These stands should be distinguished by using different coloured bases. Warboss and Boyz Stands use the same coloured base, but Warboss Stands fly a banner from the flag-pole that fits into the back of the stand. Similarly, Stormboyz Command Stands use the same colour base as Stormboyz Stands but fly a banner to indicate the presence of an officer. And finally, Nobles Stands also fly a banner and use the same colour base as Madboyz Stands. You and your opponent should agree which bases indicate which type of stand.

WARBOSS STANDS

A Warboss stand represents an infantry commander and his personal bodyguard. They have more and better heavy weapons than any other infantry type, as they get the first pick of any captured equipment. A Warboss stand functions as the Command stand of an Ork infantry detachment.



NOBLE STANDS

Nobles are the biggest and toughest Orks in a detachment. Being bigger and tougher than anybody else means that you get the second pick of any captured equipment, so Noble stands are almost as well-armed as Warboss stands. They cannot, however, act as Command stands.

BOYZ AND 'EAVYBOYZ STANDS

'Da Boyz' are the archetypal Ork warriors - rough, noisy, cheerfully violent and enjoy nothing so much as a good scrap. When a Warboss calls upon the local Ork households to raise troops for a battle every one sends along some Boyz.

The core fighting strength of this force will always have a heavy weapon, stolen from a defeated enemy or constructed by the family's Mekaniaks; these are the *'Eavyboyz Stands*.

In addition, there are some really keen households who send any extra troops they can find, in order to gain favour with the Warboss. Unfortunately, these extra Orks are unlikely to be armed with anything more than bolters - there just aren't enough heavy weapons to go around.

These Orks are drafted into the warband to make up numbers, and are the *Boyz Stands*.

STORMBOYZ AND STORMBOYZ COMMAND

Ork Stormboyz are young, well-armed Orkish warriors who band together to go to war. Unlike other Orks, Stormboyz are disciplined - they march in straight lines and wear clean uniforms. They take war seriously; their command structure is logical and everything is done by the book.

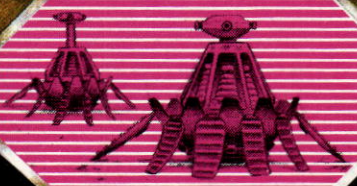
Most Orks look on the Stormboyz with disdain, claiming that they have "gone Humie" and lack the traditional virtues of their race, but there is no denying that they are an effective force on the battlefield.

MADBOYZ

Even among Orks, Madboyz have a love of fighting that is almost unbelievable. Many of them have been injured in battle and had their minds unhinged, while others are just born crazy.

Whatever the cause of their temperament - which can only be described as psychopathic - Madboyz are totally deranged and suffer from a wide variety of manias and insanities. Madboyz detachments follow totally different rules for orders; they pick an objective, and will die trying to achieve it (see the *Special Rules*).

ASSAULT LANDING POD



SPEED: NA

CAF: NA/-2

SAVE: 4+

BATTLE RATING: 75

WEAPONS: Heavy Plasma Gun (Tt)

AR: 0

May carry 2 infantry stands or 4 Dreadnoughts.

SUPPORT LANDING POD



SPEED: NA

CAF: NA/-2

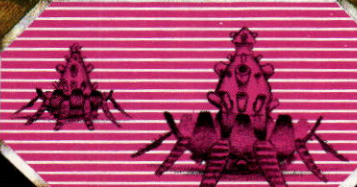
SAVE: 4+

BATTLE RATING: 145

WEAPONS: Plasma Cannon (Tt)

AR: 0

DEATHWIND LANDING POD



SPEED: NA

CAF: NA/-2

SAVE: 4+

BATTLE RATING: 85

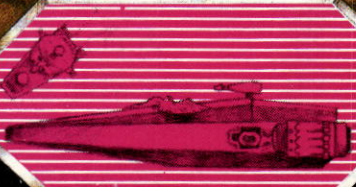
WEAPONS: Deathwind Multi-launcher

AR: 0

See text for rules

THUNDERBOLT

Drop Ship



SPEED: NA

CAF: 0/-2

SAVE: 3+

BATTLE RATING: 235

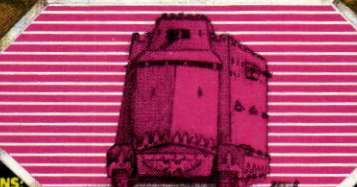
WEAPONS: Plasma Cannon (Tt)
Multi-Laser(SwL)
Multi-Laser(SwR)

AR: 0

May carry up to 8 infantry stands or equivalent.

BEHEMOTH

Transport



SPEED: 4/8

CAF: +3/+1

SAVE: 3+

BATTLE RATING: 305

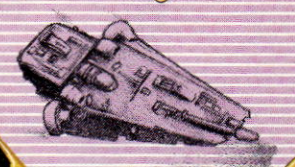
WEAPONS: H. Plasma Gun (SwL4)
H. Plasma Gun (SwR4)
Defence Laser (Tt)
H. Bolter (SwR4)
H. Bolter (SwL4)

AR: 0

May carry up to 8 infantry stands or equivalent.
2 power field banks.

FALCON GRAV-TANK

Armoured vehicle



SPEED: 20/40

CAF: +3/+1

SAVE: 4+

BATTLE RATING: 140

WEAPONS: Las-Cannon (Fx2)
Shuriken Cannon (Fx2)

AR: +1

REMARKS: May transport 2 infantry stands or 2 field artillery units

SWOOPING HAWKS

INFANTRY STAND



MOVE: 8/16

CAF: +4

SAVE: 4+

BATTLE RATING: 65

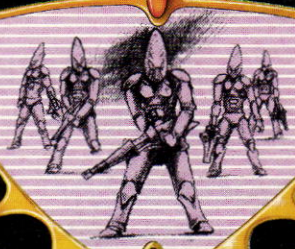
BASIC WEAPONS: Shuriken Pistols

SUPPORT WEAPONS: Melita-Gun

REMARKS: Flight Packs

AVENGING WARRIORS

INFANTRY STAND



MOVE: 8/16

CAF: +2

SAVE: 4+

BATTLE RATING: 90

BASIC WEAPONS: Shuriken Catapults

SUPPORT WEAPONS: Las-Cannon

These cards should be mounted on card and cut out.

ORK WARBOSS STAND



MOVE: 8/16

SAVE: 3+

BASIC WEAPONS: Bolters

CAF: +5

BATTLE RATING: 100

SUPPORT WEAPONS: Missile Launcher & Las-Cannon

ORK NOBLES STAND



MOVE: 8/16

SAVE: 4+

BASIC WEAPONS: Bolters

CAF: +4

BATTLE RATING: 75

SUPPORT WEAPONS: Melta-Gun & Heavy Plasma Gun

'EAVYBOYZ STAND



MOVE: 8/16

SAVE: 5+

BASIC WEAPONS: Bolters

CAF: +1

BATTLE RATING: 30

SUPPORT WEAPONS: Melta-Gun

BOYZ STAND



MOVE: 8/16

SAVE: 5+

BASIC WEAPONS: Bolters

CAF: +1

BATTLE RATING: 20

SUPPORT WEAPONS: None

STORMBOYZ STAND



MOVE: 8/16

SAVE: 5+

BASIC WEAPONS: Bolters

CAF: +2

BATTLE RATING: 50

SUPPORT WEAPONS: Heavy Plasma Gun

MADBOYZ STAND



MOVE: 8/16

SAVE: 5+

BASIC WEAPONS: Bolt Pistols

CAF: +4

BATTLE RATING: 30

SUPPORT WEAPONS: None

ELDAR COMMANDER



MOVE: 8/16

CLOSE ASSAULT BONUS: +1

BATTLE RATING: 20

STORMBOYZ COMMANDER



MOVE: 8/16

CLOSE ASSAULT BONUS: +1

BATTLE RATING: 20

These cards should be mounted on card and cut out.

There was a huge cloud of greasy smoke, a loud clunk, and a stream of fizzing plasma shot over Goblorg's head. "Zoggin' 'eck! Watch where you're pointin' dat fing."

"Sorry, Boss. It went off by itself when I pulled da trigger."

Goblorg grunted, glancing towards the advancing Marines. "Right. Letz get 'em. Ten-shun! Pre-sen' gunz!" The Stormboyz pulled up their weapons in near unison, amidst sniggers from their companions, who obviously thought such a display of discipline was 'gurdy'. Goblorg ignored the muffled laughter, and screamed "Fire". The deafening rattle of a hundred bolters firing echoed across the battlefield; nearly sixty Marines were obliterated. The battle had begun.

INFANTRY DETACHMENTS

The standard Ork infantry detachment is the *Warband*; this represents a body of troops from the same or allied families, who fight together as a unit. A warband consists of 1 Warboss Stand, 2 Nobles Stands, 8 'Eavyboyz Stands and 6 Boyz Stands.

Stormboyz and Madboyz operate in detachments of their own, apart from the Warbands. They are comparatively rare, and the number of Stormboyz and Madboyz detachments available to the Ork player are limited. For each Warband in his force, the Ork player may include one Stormboyz detachment *or* one Madboyz detachment.

SPECIAL RULES

The following special rules apply to Ork infantry and vehicles:

DETACHMENT COHERENCY

Stands in Ork Warbands must remain within 24 cm of their Warboss stand at all times, as well as within 6 cm of another stand in the Warband. Stormboyz and Madboyz follow the normal rules for detachment coherency (but see *Madboyz Detachments* below).

DEAD WARBOSS

If the Warboss stand is destroyed, roll for the Warband's orders on the *Morale Table* in the *Space Marine* rulebook during the orders phase of each following turn.

FALL BACK ORDERS

Ork detachments may only be given fall back orders as the result of a morale test or due to the destruction of their commander.

MADBOYZ DETACHMENTS

Because Madboyz are so uncontrollable in the field, they are not given orders in the usual way. Each Madboyz detachment is given a *Madboyz counter* at the start of each game; place a Madboyz counter beside each detachment before play begins. A Madboyz counter may only be changed if you are told to do so by the rules; they may not be changed voluntarily once the game has started.

The following Madboyz counters are available:

Assault: A Madboyz detachment with this counter will seek out the nearest enemy, engage them in close combat, and 'Rough 'em up a bit'.



Defend: A Madboyz detachment with this counter will defend their position on the battlefield. They will fire at enemy units that come within range, and charge into close combat with enemy units that stray too close.

Take & Hold: Madboyz with this counter will make a mad dash to a nominated point, which they will then defend from all invaders.

As soon as a detachment is given a *take & hold* counter nominate an objective for them, marking it with the *Madboyz objective marker* that has the same number as their take & hold counter. A Madboyz objective marker may be placed anywhere on the table, including areas that are not currently within the Madboyz' line of sight. A counter may *not* be placed on a Titan base, a vehicle or an infantry stand - it is used to mark an objective location, not a moving target.

The order counter that is given to each detachment of Madboyz during the order phase of each turn is decided by a combination of the Madboyz' counter and a dice roll.

Refer to the *Madboyz Orders Table* for each detachment, reading down the list until you find the first case that applies to *any* of the Madboyz in the detachment. Follow that line of the table to the right and roll a dice to find out which of the three orders the detachment is given for that turn. You must always start at the top of the list and work down, and you must stop at the first case that applies even if it only applies to one of the detachment's Madboyz.

Madboyz follow the same restrictions for order counters as any other detachment, except where modified below.

Charge Orders: Charge towards nearest enemy - the Madboyz must enter close combat if possible.

Advance Orders: Advance towards nearest enemy (except *Moving Towards an Objective* - see below).

First Fire Orders: Fire on nearest enemy.

MADBOYZ ORDERS TABLE			
	1-2	3-4	5-6
Assault Counter			
Enemy infantry stand within charge range	First Fire	Charge	Charge
Enemy within weapon range	Advance	First Fire	First Fire
Enemy in sight	Advance	Charge	Charge
No enemy in sight	No Orders	No Orders	Take & Hold
Defend Counter			
Enemy infantry stand within charge range	First Fire	Charge	Charge
Enemy within weapon range	First Fire	First Fire	Charge
Enemy in sight	First Fire	First Fire	Advance
No enemy in sight	No Orders	No Orders	Take & Hold
Hold Counter			
Enemy infantry stand within charge range	First Fire	Charge	First Fire
Objective not yet reached	First Fire	Advance	Advance
Enemy within weapon range	First Fire	First Fire	First Fire
Any other situation	First Fire	No Orders	No Orders

No Orders: The detachment remains stationary. If any enemy move within weapon range during the movement phase, the Madboyz fire at the nearest enemy during the advance segment of the combat phase.

Take & Hold: Swap the Madboyz' assault or defend counter for a take & hold counter and nominate an objective according to the normal rules.

MOVING TOWARDS AN OBJECTIVE

A Madboy detachment with a take & hold counter that has advance orders must move towards their objective counter. The only deviations they may make from a direct path are those made in order to avoid obstacles. This does not stop them changing direction to charge enemy infantry along the way.

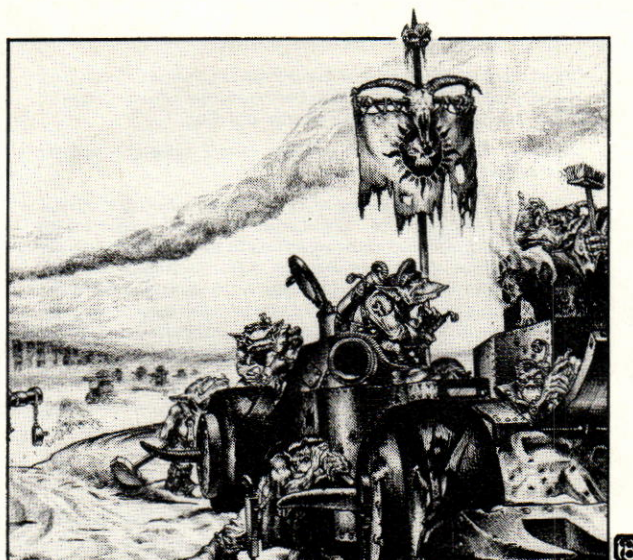
An objective has been reached when any Madboy in the detachment moves within 2cm of the objective counter. Once a detachment has reached its objective, remove the objective counter and change their take & hold counter to a defend counter.

BATTLEWAGON RIDERS

As already mentioned, the Battlewagon is capable of carrying a single stand of Ork troops; this is handled according to the normal *Space Marine* rules for carrying infantry. None of the other Ork vehicles listed here can carry infantry in the same way.

In addition to troops carried *inside* the Battlewagon, one stand of infantry can ride on the *outside* of the vehicle, embarking and disembarking using the normal rules. Place stands that are riding the Battlewagon on top of the Battlewagon model. The following special rules apply to infantry stands riding on the outside of a Battlewagon:

1. Battlewagon riders may not fire any support weapons. They may fire small arms, but suffer a -1 to hit modifier in addition to any modifiers for the *Battlewagon* orders.



2. Battlewagon riders may be targeted by enemy forces as if they were in the open (ie they never receive any to hit modifiers for cover). Attacks that are aimed at Battlewagon riders will not effect the Battlewagon in any way.

3. Weapons with a burst circle attack *both* the Battlewagon and any riders.

4. Battlewagon riders are destroyed if the Battlewagon is destroyed. In addition, if the Battlewagon is hit and *not* destroyed, the Battlewagon riders must make a normal (unmodified) saving throw.

STANDARD DETACHMENTS

Standard detachments for Ork forces are as follows:

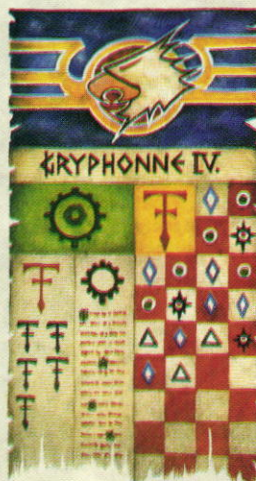
Detachment Type	No. & Type of Units	Battle Rating
Warband	1 x Warboss Stand 2 x Noble Stand 8 x 'Eavyboyz Stand 6 x Boyz Stand	650
Stormboyz	6 x Stormboyz Stand 2 x Commander	350
Madboyz	4 x Madboyz Stand	120
Field Gun Detachment	4 x Field Gun	80
War Buggy Detachment	4 x War Buggy	220
Warbike Detachment	4 x Warbike	220
Wartrak Detachment	4 x Wartrak	180
Battlewagon Detachment	4 x Battlewagon	300
Killer Detachment	4 x Killer Dreadnought	100
Onslaught Detachment	4 x Onslaught Dreadnought	260

WAR GRIFFONS

Each Order of Titans has its own distinctive heraldry and colours, originated when the Order was formed. While there are some exceptions to the general pattern, most Orders follow the same basic scheme. Indeed, the War Griffons Order is one of those that conforms closely to the standard designs.

The War Griffons take their name from their forge world, Gryphon IV and use the Griffon as the basic symbol for most of their badges.

The Order Banner (shown below) also bears the Divisio Militaris eagle in the top left-hand corner. While the placement of this device is the same for most Orders, the eagle's form varies depending upon the Divisio to which the Order is attached. The Order banner is usually flown from both carapace mounts.



HONOUR BANNER

Mounted between a Titan's legs, the Honour Banner carries details of the Titan's origins, honours and kills. The emblem of the Order to which the Titan belongs is shown at the top of the banner, with the Order's forge world given directly below. The bottom of the banner is split into two vertical bands; the left displays the rank of the Princeps in command of the Titan with a representation of his rank badge, the individual Titan's honours, and a litany of deliverance from danger, while the right displays the Titan's kill markings.

HERESY BANNER

This banner is a recent addition to the Order's heraldry, and is flown by those War Griffons that have taken part in battles against Traitor Orders and units. It is flown from one of the carapace mounts, replacing an Order banner, and depicts the Order's claw symbol savaging the Eye of Horus, as well as citations and honours from the battles the Order has taken part in.

As a mark of the Order's loyalty to the Emperor, the banner also displays the Divisio Militaris Eagle and the purity seals which the Order has been awarded. The Order's campaign motto, *Bellum Iustum* (lit. War of the Just), is also prominently displayed.



Titan crews' chest badge



TITAN CREW

Each crewmember's uniform follows the strict guidelines laid down in Imperial texts. Although the suit itself is made to be practical, and is of a standard design, variation is allowed in such details as the chest badge which bears the rank emblem - which is itself repeated on the left shoulder - and the Order badge on the right shoulder. This means that each Order's uniform is subtly different from any others.

The suit itself is made from rubberised plastic, and contains numerous bio-links which, along with the surgically implanted mind impulse or sighting links, mean that the crewman can interface with his Titan directly. The spinal link also contains the life support cables that are needed, and can be attached to a remote unit with which a Princeps can monitor his Titan's actions when he is not aboard.

Personal decoration of the suit is not uncommon, especially among Moderati who mark their kills on their left sleeves. It is also common practise for the Princeps to add his crew's honour marks to his uniform.



MODERATUS

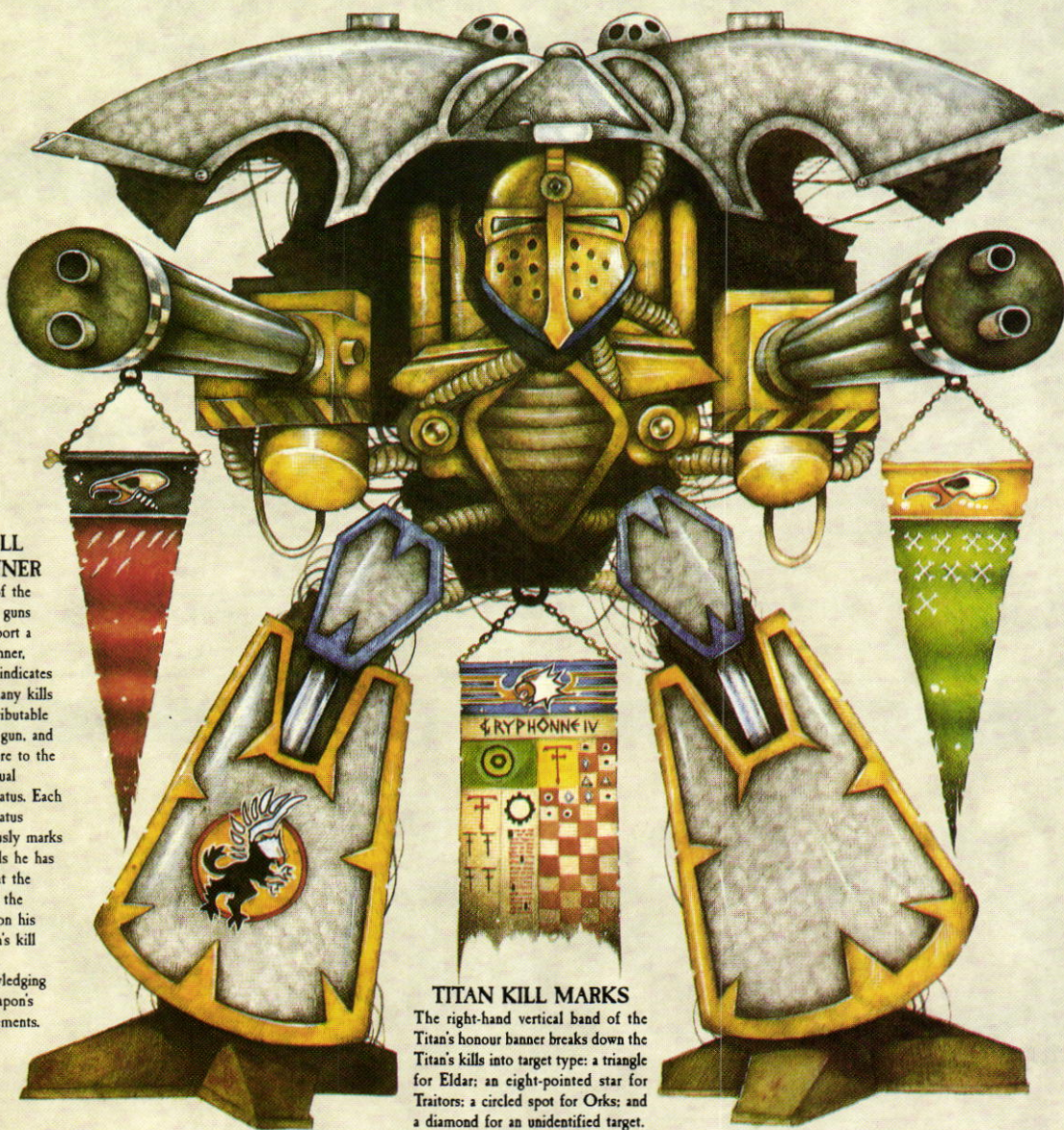
PRINCEPS SENIORES

MODERATUS

WARLORD

KILL BANNER

Each of the Titan's guns may sport a kill banner, which indicates how many kills are attributable to the gun, and therefore to the individual Moderatus. Each Moderatus religiously marks the kills he has made at the end of the battle on his weapon's kill banner, acknowledging his weapon's achievements.



TITAN KILL MARKS

The right-hand vertical band of the Titan's honour banner breaks down the Titan's kills into target type: a triangle for Eldar; an eight-pointed star for Traitors; a circled spot for Orks; and a diamond for an unidentified target.

PRAETORIAN RANK EMBLEM



This emblem, mounted on the Titan's right leg plate changes colour to indicate the commander's rank: the Princeps and Princeps Seniores are both blue with white heads and claws; the Princeps Seniores emblem is distinguished by its white wing tips. A Praetorian emblem has a Griffon with a black body, white head and claws.



PRAETORIAN CREW INSIGNIA

This symbol is embroidered on the right sleeve of Moderati under a Praetorian's command.



WARLORD
IDENTIFICATION MARK

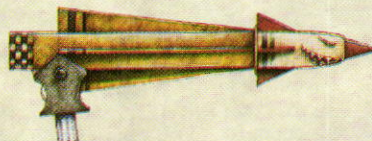
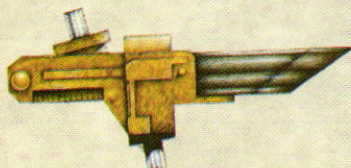
PRAETORIAN RANK BADGE

This appears as both an embroidered patch on the Praetorian's left sleeve, and as a medallion attached beneath his chest badge. It is similar to that worn by a Princeps Seniores in that it bears twelve lugs; indeed it is the same badge, for when the Titan commander achieved the rank of Praetorian a laurel wreath was added to his old badge.



LAS-CANNON

It is common practise amongst Moderati to paint, name, and even bless their weapons; most believe that such a gun will have a higher success rate than one that is ill-treated.

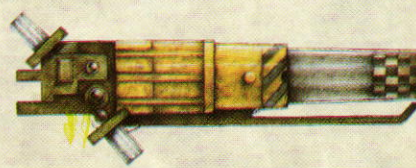


SUPPORT MISSILE

Even though they are one shot, expendable weapons, missiles are also painted with bold, striking patterns: in the heat of battle they help identify the missile's type.

MACRO CANNON

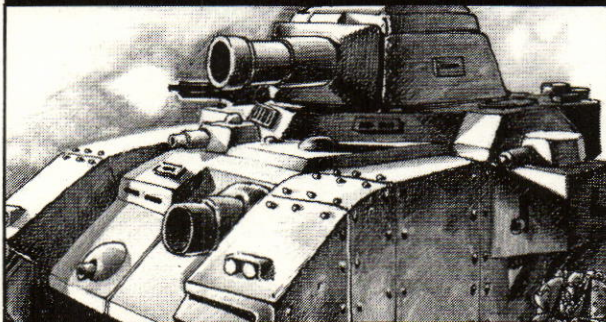
Like all of the Titan's weapons, the macro cannon is designed to be easily removable: phased crystals provide the information link between Titan and weapon.



WAR MACHINES

New Epic Scale Imperial, Ork and Eldar vehicles for *Space Marine* and *Adeptus Titanicus*.

GLAIVE



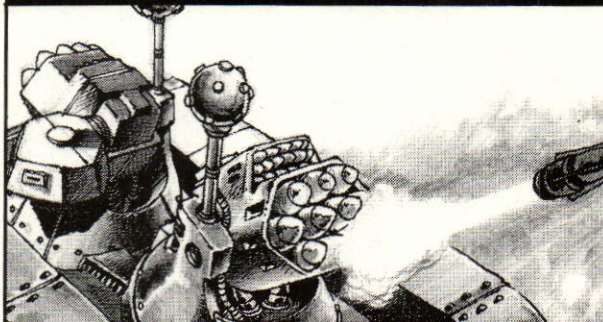
Heavy Battle Tank

Name	AR	SV	CAF	SPD	BR
Glaive	0	2+	+4/+2	12/16	290

Weapons: Las-Cannon (SwL1, SwR1, SwF1, Tt1), Battle Cannon (Tt1, FxFl), Heavy Bolters (SwL2, SwR2, Tt1)

Notes: Heavy vehicle. The turret mounted las-cannon must fire at the same target as the battle cannon.

MANTICORE



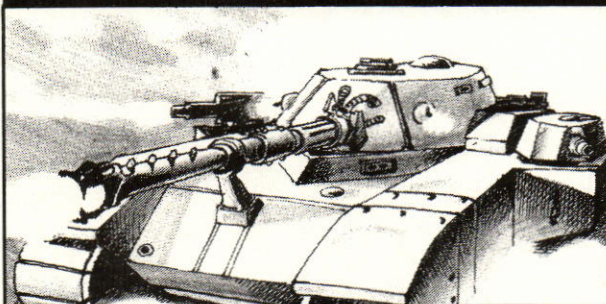
Self Propelled Artillery - Multi-Launcher Variant

Name	AR	SV	CAF	SPD	BR
Manticore	0	4+	+0/-2	8/12	150

Weapons: Multi-Launcher (SwF2, SwR2), Heavy Bolter (SwF1), Bolters (SwR2, SwL2)

Notes: The multi-launchers may fire indirectly, at up to twice their normal range.

FALCHION



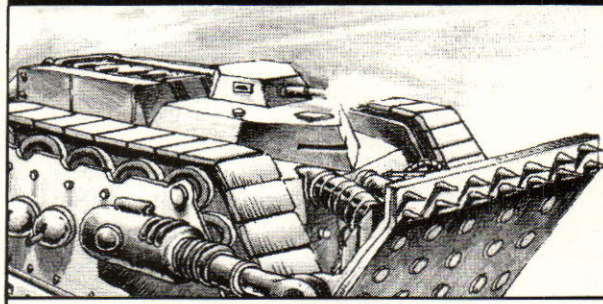
Heavy Battle Tank - Self Propelled Gun Variant

Name	AR	SV	CAF	SPD	BR
Falchion	0	2+	+4/+2	12/16	200

Weapons: Defence Laser (FxFl), Las-Cannon (SwL1, SwR1)

Notes: Heavy vehicle.

GORGON



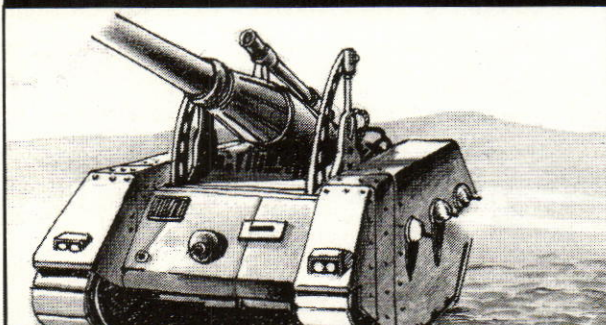
Minelayer/MineSweeper

Name	AR	SV	CAF	SPD	BR
Gorgon	0	4+	+0/-2	12/16	150

Weapons: Auto-Cannon (Tt1), Bolters (SwR2, SwL2)

Notes: Minesweeper and minelayer. Carries four mines instead of the normal two.

BASILISK



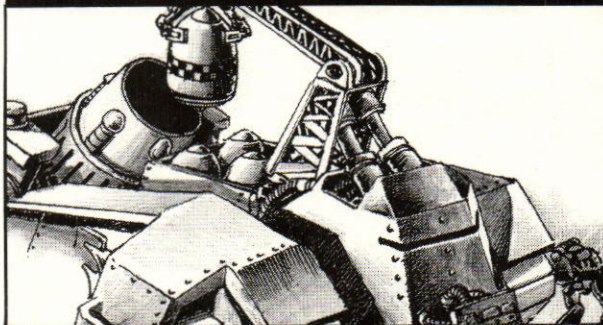
Self Propelled Artillery - Macro-Cannon Variant

Name	AR	SV	CAF	SPD	BR
Basilisk	0	4+	+0/-2	8/12	150

Weapons: Macro-Cannon (FxFl), Heavy Bolter (SwF1), Bolters (SwR2, SwL2)

Notes: The macro-cannon may fire indirectly, at up to twice its normal range. The macro-cannon may only fire if the vehicle has first fire orders.

BOMBARD



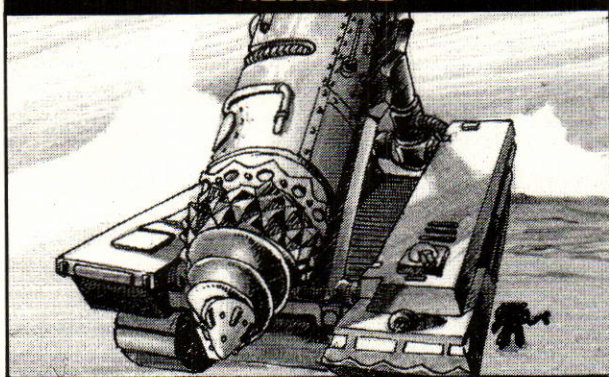
Siege Mortar

Name	AR	SV	CAF	SPD	BR
Bombard	0	4+	+0/-2	8/12	150

Weapons: Siege Mortar (SwF1), Bolters (SwR2, SwL2)

Notes: The siege mortar may fire indirectly, at up to twice its normal range. The siege mortar may only fire if the vehicle has first fire orders.

HELLBORE



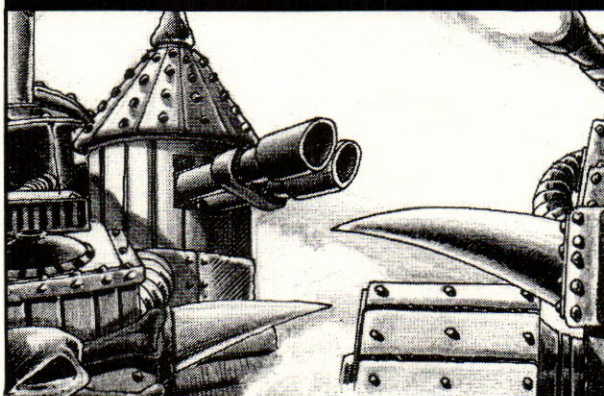
Heavy Mole

Name	AR	SV	CAF	SPD	BR
Hellbore	0	2+	+4/+2	8/12	250

Weapons: On Hellbore: Multi-Launcher (Tt2), Heavy Bolters (SwL4, SwR4); On transporter: Bolter (SwF1)

Notes: Heavy vehicle. May move 10cm per turn underground. May carry 8 infantry stands/dreadnoughts or four light vehicles or two Rhinos.

BIG BATTLEWAGON



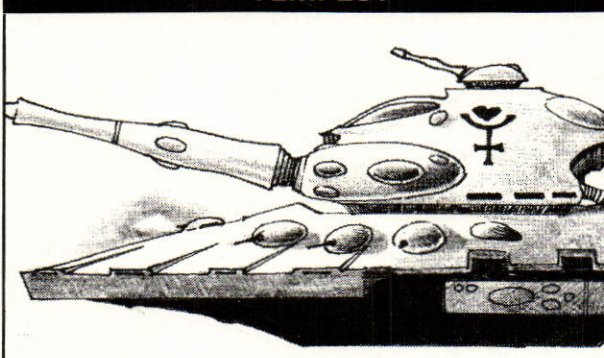
Ork Heavy Battlewagon

Name	AR	SV	CAF	SPD	BR
Big Battlewagon	0	3+	+5/+3	16/24	200

Weapons: Battle Cannon (SwR1, SwL1), Bolters (SwR3, SwL3)

Notes: Heavy vehicle. May carry four infantry stands.

TEMPEST



Eldar Heavy Grav-Tank

Name	AR	SV	CAF	SPD	BR
Tempest	0	3+	+3/+1	16/32	200

Weapons: Pulse Laser (Tt1), Las-Cannon (Tt2), Shuriken Catapults (Sw4)

Notes: Skimmer. Twin rapid firing las-cannon in turret combine to fire as single pulse laser, thus are classed as a pulse laser in the weapons section above.

NEW WEAPONS TABLE

VEHICLES & TITAN TARGETS WEAPON TABLE

Weapon	Range		To Hit Roll		CHR
	Short	Long	Short	Long	
Battle Cannon	36cm	72cm	3+	5+	4+
Siege Mortar	20-72cm	-	3+(B)	-	3+

INFANTRY TARGETS WEAPON TABLE

Weapon	Range		To Hit Roll		SRM
	Short	Long	Short	Long	
Battle Cannon	36cm	72cm	4+	5+	-1
Siege Mortar	20-72cm	-	4+(B)	-	-2

Note that the vehicles' speed, AR, save and cargo capacity are unchanged.

SR = Short range

LR = Long range

THI = To hit vs infantry

SRMI = To hit vs vehicle & titans

THV = Saving roll mod vs infantry

SRMV = Saving roll mod vs vehicles & titans

Name	SR	LR	THI	SRMI	THV	SRMV
Glaive	36	72	2+/4+	-1	2+/3+	-1
Falchion	72(B)	-	4+	-2	2+	-3
Basilisk	72(B)	-	4+	-2	3+	-2
Manticore	36(B)	72(B)	4+/4+	-1	3+/5+	0
Gorgon	36	72	4+/5+	-1	5+/6+	0
Bombard	20-72(B)	-	4+	-1	3+	-2
Hellbore	36(B)	72(B)	2+/4+	-1	3+/5+	0
Big						
Battlewagon	36	72	3+/5+	-1	3+/6+	-1
Tempest	30(B)	60(B)	2+/6+	-1	3+/5+	-1

1. May only attack targets in FxP weapon's arc.

2. May attack indirect at up to twice normal range.

3. May lay and sweep mines

4. Minimum range 20cms. Place three damage markers on buildings that are hit.

NEW RULES

The following new rules cover the special abilities of the above vehicles.

HEAVY VEHICLES

Heavy vehicles can sustain more damage than normal vehicles. The first hit that would have destroyed the vehicle is ignored. The second damaging hit destroys the vehicle as normal. Place a building damage marker beside a heavy vehicle that has suffered one hit, as a reminder that the second hit will destroy it.

INDIRECT FIRE

Weapons that may fire indirectly do not need to have a LOS to the target. Instead, they may fire as long as another friendly unit has a LOS to the target. The range is still measured from the attacking unit. Units that fire indirectly suffer a -1 to hit modifier.

SIEGE MORTARS

Place three damage markers on any building that suffers a critical hit from a siege mortar, rather than the normal one. Siege mortars have a minimum range of 20cms.

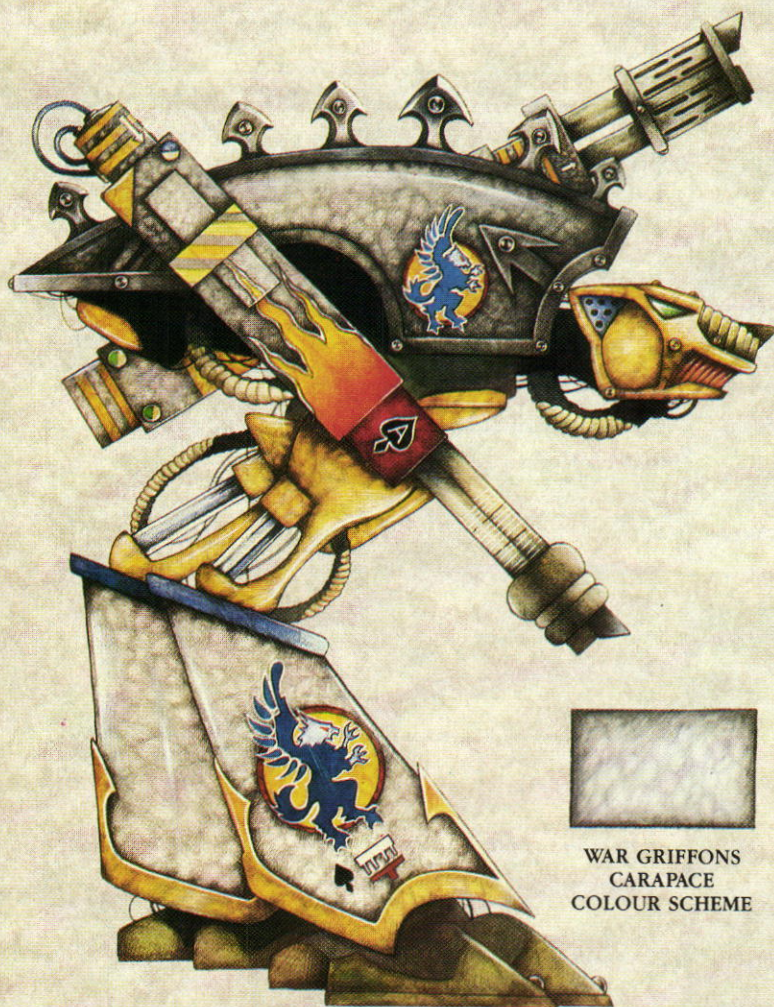
LAYING MINES

A mine may be released at any time during the vehicles move: place a counter at the appropriate point. It becomes active at the start of the next phase. A mine ignores void shields and causes critical damage on a 2+.

SWEEPING MINES

Whenever the vehicle moves within 3cm of a mine counter roll a D6: on a 1-5 the mine is destroyed, remove the counter; on a 6 the mine detonates.

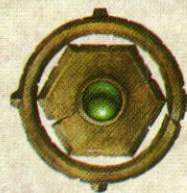
WARHOUND



WAR GRIFFONS
CARAPACE
COLOUR SCHEME

PRINCEPS RANK BADGE

Upon each promotion, the outer ring of the crewman's rank badge is replaced. Upon becoming a Princeps, the original ring - the plain circle worn by all Moderati - has four lugs added. Like the ring, they are made from the same metal ore as the Order's Titans, and are inscribed with a prayer of loyalty.



PRINCEPS CREW INSIGNIA

Those Moderati under the command of a Princeps wear this symbol on their right sleeve.

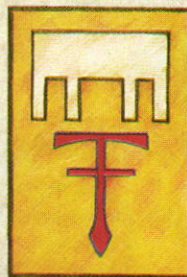
PRINCEPS RANK EMBLEM

Although normally found only on the Titan's right leg, the rank emblem may also be displayed on the right-hand side of the carapace - especially on Warhound Class Titans where the Princeps is the sole crewmember. Note that the Princeps version is blue with white head and claws.



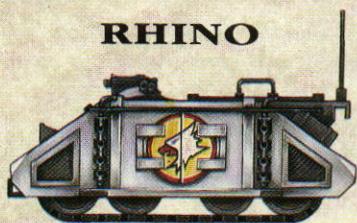
WARHOUND IDENTIFICATION MARK

This symbol is the Warhound Titan identification mark and is painted on the lower portion of the leg plates where it can be easily seen by ground level troops.



ARMOUR VEHICLES

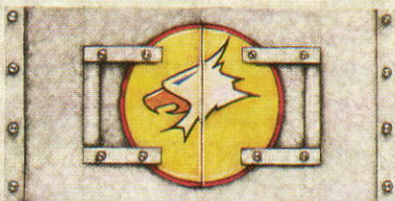
RHINO



The tops of the vehicles display the Order's vehicle recognition symbols, so that a Titan Princeps may see which sort of troops it contains. In many Scutarii regiments these identification marks are also derived from the Order's symbol. In many cases they determine the armour recognition symbols that the crew wear in terms of colour if not design.

ARMOUR VEHICLES

The Order's badge is also used as the insignia on all of its associated vehicles and troops. These troops are known as the Scutarii, and are levied from the Order's Forge World. They follow the normal Imperial Guard structure, but have much more rigorous recruiting procedures.



LAND RAIDER



The Order's badge is the most important part of Scutarii markings and appears prominently on all their armoured vehicles, and uniforms.



INFANTRY RECOGNITION SYMBOLS

The infantry recognition symbols are worn on both sides of the helmet. Their colour depends on the type of unit: green for assault units; blue for devastator units; and red for both tactical and support, as they fight in conjunction. The colour of the shoulder emblem, shown right, also varies with the type of unit, following the same pattern.



ARMOUR RECOGNITION SYMBOLS

The three variations for the helmet flashes of Land Raider, Predator and Vindicator crewmembers are shown above. Like the infantry recognition symbols, their colour varies. Unlike the infantry symbols, they do not follow a preset pattern: they vary in line with the vehicles own recognition symbol, painted on the vehicle's roof for the benefit of Titan crews.

REAYER

PRINCEPS SENIORES RANK BADGE

Like all of the other rank badges, the Princeps Seniores's contains a gem at its centre. The gem, in this case emerald, is a phased crystal, and is used as a key to the Titan's control room.



PRINCEPS SENIORES MODERATI

Those Moderati commanded by a Princeps Seniores wear a white winged Griffon on their left sleeve.



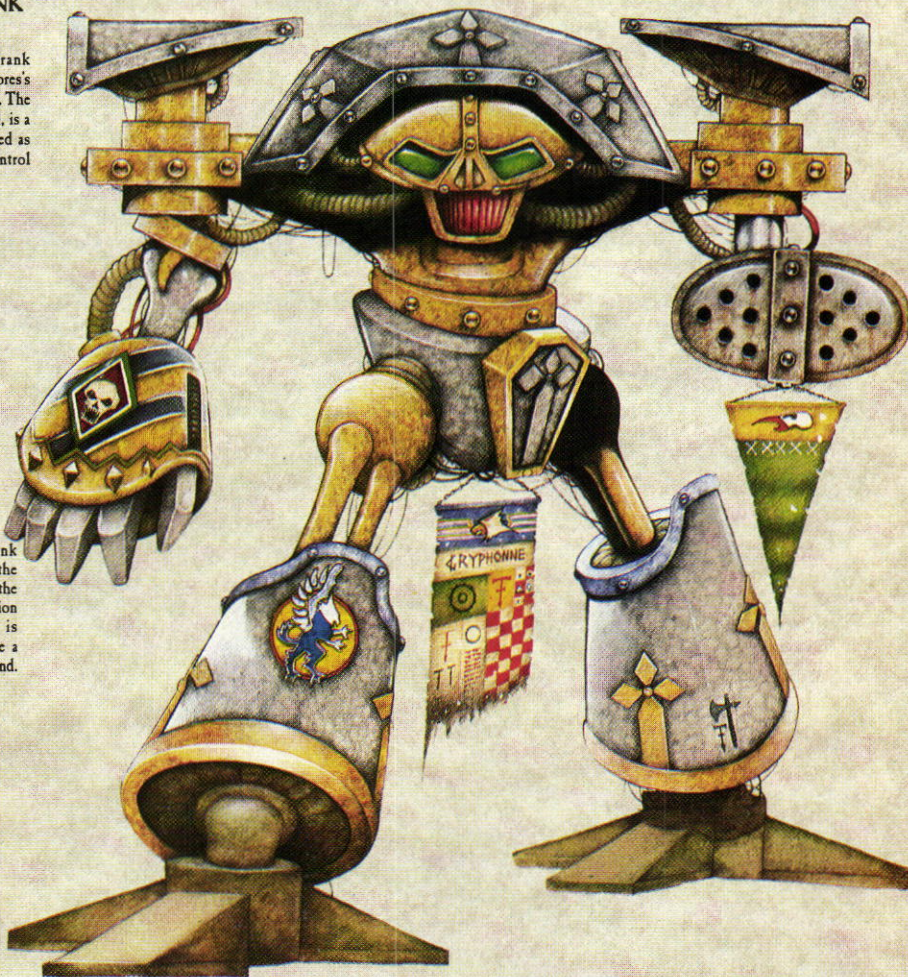
PRINCEPS SENIORES RANK EMBLEM

The Princeps Seniores rank emblem differs from that of the Princeps in its use of white on the wing tips and head. The addition of white to an emblem is commonly used to indicate a Princeps Seniores is in command.



REAYER IDENTIFICATION MARK

Each class identification mark, in this case the Reayer's, serves a dual purpose: they are awarded to each Titan upon leaving the Mars factories, and serve as a guarantee that the construction of the Titan conformed to an STC pattern.



WAR GRIFFONS



Clouds of ash reflected the light from the burning city. The sky over Ragsburg was tainted by fire. Incendiary blossoms bloomed as explosions tore the night asunder. Under cover of a multi-launcher barrage from their support Titan, the weary Ultramarines began their final push against the Thousand Sons' emplacement.

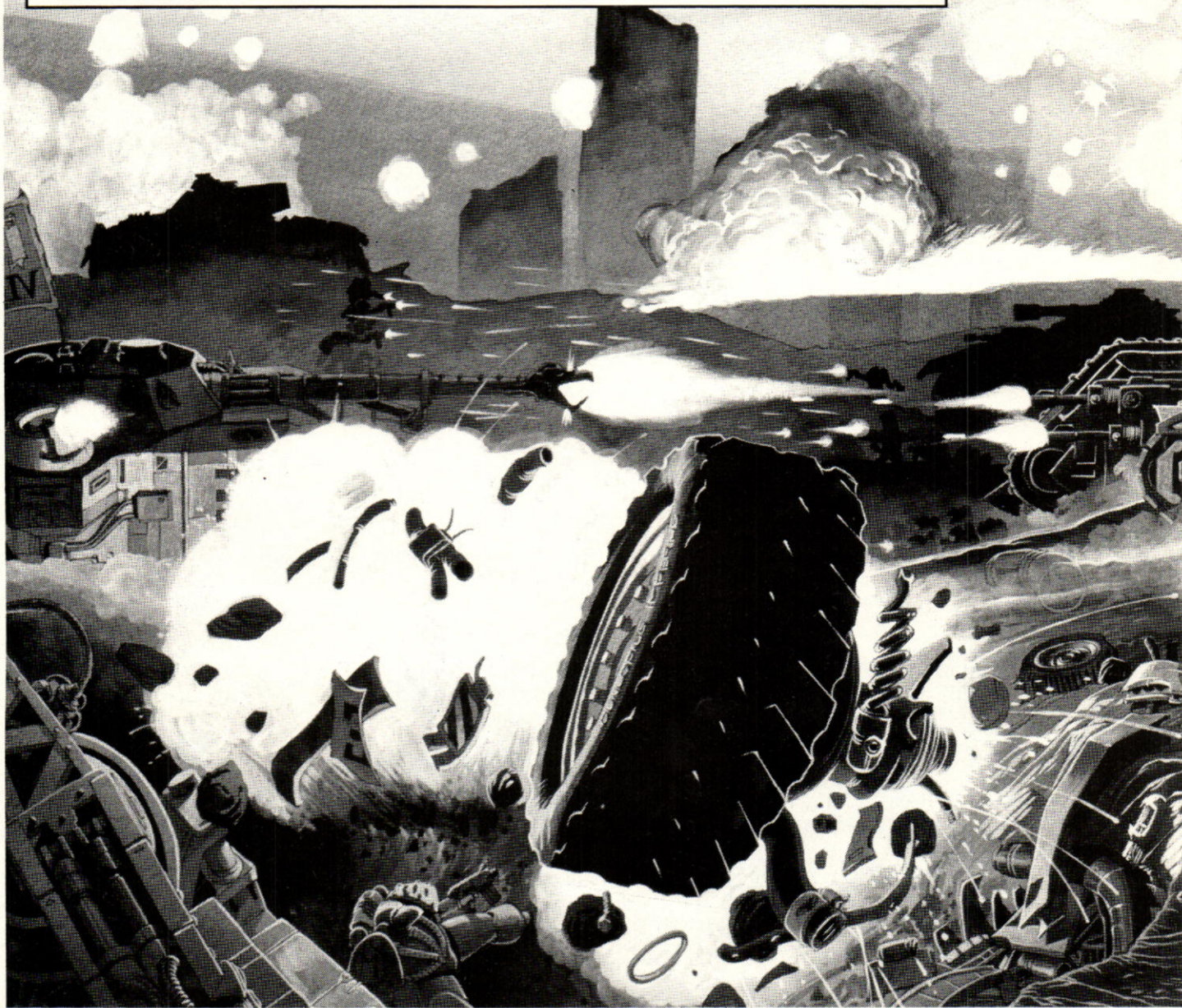
Trask started as missiles blazed into the distant buildings. This time the Ultramarines were going to take the Bromium Refinery and silence the Mole Mortars that had pounded their positions all through the past week. He felt righteous anger blaze through him as he remembered his fallen comrades. He was determined to avenge them. The rebels would pay.

Bolter fire sparked across the heavy Hercules tanks. The headlights of the following tank cut through the mist and gloom. The air was full of the throbbing of mighty engines and whine of bolter fire. The acrid smell of spent bolter cartridges mingled with the oily stench of the great machines. Two hundred metres to the enemy line, thought Trask, wondering if would live to reach it.

Brother Kane and his assault squad hurtled overhead, the conspicuous cherry-red emission of their jetpacks drawing enemy fire. Trask envied them the fact that they would be the first to get to grips with the Thousand Sons. Suddenly the cacophony around him went curiously flat and toneless. He realised that his armour's aural filters had cut in to prevent him being deafened as the Hercules opened fire.

He strained to see what their targets were and just managed to make out the low, deadly silhouettes of the Rebels' Vulcan self-propelled guns. The Thousand Sons had managed to mount a counter attack. Briefly Trask wondered whether it was a trap. Did the heretics really have enough force to push them back again, or was this a desperate last stand? From up ahead came the bright flash of an explosion.

Fifty metres to go. Trask knew the moment of truth was at hand.





WARHAMMER 40,000 TROQUEL TRADER

Games Workshop's epic scale games, *Adeptus Titanicus* and *Space Marine*, are set in the Warhammer 40,000 universe during the dark days of the Horus Heresy. *Adeptus Titanicus* and *Space Marine* allow you to fight massive battles with hundreds of epic scale miniatures. Whoever you choose to side with, there are dozens of different models to collect and paint to create your armies.

Adeptus Titanicus and *Space Marine* are fully compatible by combining the two games, you can fight mixed actions between Marines, vehicles and Titans - and are fully supported by an extensive range of miniatures, and by regular rules supplements in *White Dwarf*.

EPIC BATTLES



ADEPTUS TITANICUS

EPIC BATTLES BETWEEN GIGANTIC ROBOTS
By Jervis Johnson

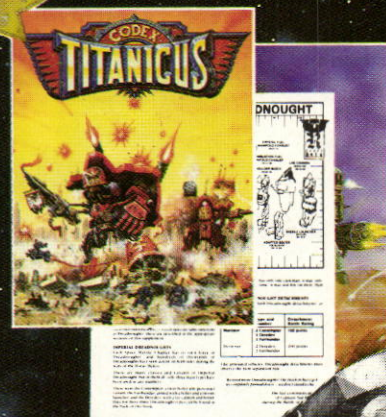
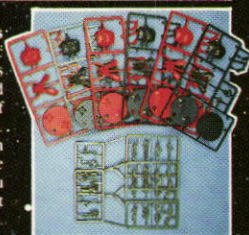
3D
ROUNDS

WARHAMMER
40,000

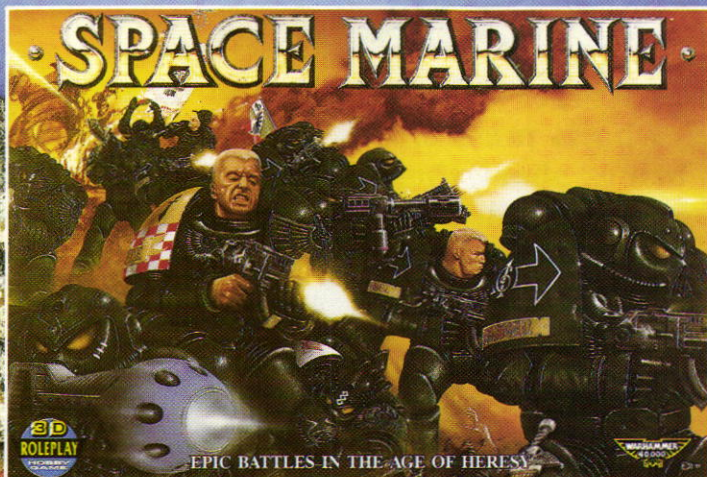
Adeptus Titanicus allows you fight the epic Titan battles of the Horus Heresy, as the Traitors rebel against the Emperor. *Adeptus Titanicus* contains 6 plastic clip-together Warlord Class Titans with a range of interchangeable weapons, 8 buildings, data cards, counters, weapon templates, range rulers, dice and complete rules.




Battle Titans contains 6 plastic Warlord Class Titans to expand your games of *Adeptus Titanicus*. They come with interchangeable weapons, so you can represent dozens of variants.



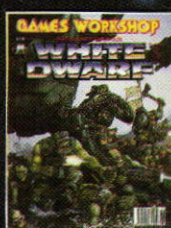
Codex Titanicus is the first supplement for *Space Marine* and *Adeptus Titanicus*, and contains rules for Ork and Eldar infantry, vehicles and Titans. The book also contains rules for new Imperial vehicles, dreadnoughts and robots



Space Marine contains everything you need to stage vast infantry and armour battles during the Horus Heresy, when Marine fought Marine and the existence of the Imperium was threatened. *Space Marine* contains over 360 finely-detailed epic scale plastic Marines and armoured vehicles, 14 card and plastic buildings, data cards, counters, weapon templates, range rulers, dice and complete rules.



Ork Horde and Eldar Legion each contains over 200 epic scale (6mm) plastic infantry and vehicles to expand the alien forces you have available in your games to field against the armoured might of the Imperium.



White Dwarf is Games Workshop's monthly magazine. As well as full details of the latest releases, *White Dwarf* features supplementary rules, hints on modelling and painting, news and previews.



IN THE WORKS - At the time of going to press, the following epic scale supplements and miniatures are in development:

EPIC ARMIES - a working title. Amongst other things, it will probably contain rules for new Imperial and Traitor vehicles, weapons and Titans.

Emperor Titan - the largest Imperial Titan. As well as an awesome fighting machine, the Emperor Titan serves as a mobile temple, bringing the Emperor's word to isolated planets.

Psi-Titan - operated by the Divisio Telepathica, and armed with a multitude of psionic attacks and defences, rules for Psi-Titans will be included in a future supplement.

Titan Weapon and Head Variants - a planned range of metal weapons and heads, including heads for specific Titan Orders, siege heads and Traitor weaponry.

Juggernauts & Zeppelins - two huge war machines that dwarf even the mighty Titans. Juggernauts are vast mobile fortresses, bristling with weapons; Zeppelins are great airships that float above the battlefield, dealing death to anything that dares approach them.



CITADEL MINIATURES

Citadel Miniatures make a complete range of metal epic scale miniatures to use in *Adeptus Titanicus* and *Space Marine*, including: Imperial and Eldar Titans; Ork Gargants; Imperial vehicles; Ork vehicles and Eldar War Walkers.



ELDAR INFANTRY

The Eldar make use of two types of infantry force, whose roles Imperial commentators compare to Space Marine Assault and Tactical troops.

The Swooping Hawks (Eldar *Fian Silspeiraigh*) are an elite force of assault troops, specialising in troop drops to secure an area for other Eldar forces or to mount a devastating surprise attack. The Avenging Warriors (Eldar *Fian Dialcaman*) are the main Eldar line infantry who take various roles in the field depending on the pre-battle rituals they have undertaken. They are treated as normal infantry (see the *Space Marine* rules). The Swooping Hawks however, need special rules.

The Swooping Hawks are a highly mobile force, kept in a state of constant readiness. They are usually the first wave in an attack on a planet, capturing key points in lightning raids and preparing the way for the main assault. Once the more heavily equipped units have been deployed, the Swooping Hawks are ferried back to the craft world, where they can be deployed quickly to aid beleaguered units or staunch a breakthrough by the enemy. They are often used in support of Eldar Titans, dropping directly on the enemy front line, disrupting and distracting the defence while the Titans move into position for a devastating attack.

Swooping Hawks are ferried from the craft world to a planet's atmosphere in specially-designed craft known as *Rillisliddian* (Shooting Star). These are not technically drop-ships, for they do not land on the planetary surface. Instead, they enter the atmosphere briefly, and the troops they carry free-fall to the surface, using their jump packs to slow and control their descent. The troop carriers then return to the craft world. Because they spend very little time in the atmosphere, and because of the complex system

of cloaking devices with which they are equipped, all too often the first warning of a Swooping Hawk attack has been the sudden scream of jump packs overhead.

TROOP DROPS

Swooping Hawks are not set up on the table at the start of the game; they are assumed to be plummeting through the atmosphere in their troop-carrying ships. They enter play using the same drop procedure as *Landing Pods*.

Enemy units may snap fire on dropping stands in the order phase if they have first fire orders. These attacks are worked out in the same way as normal snap fire attacks made during the movement phase, with the range being measured to the point where the Eldar stand landed.

Swooping Hawks must be given charge orders on the turn that they land, and may move up to 16 cm using their jump packs. On the first turn they don't have to worry about formation restrictions - but from their second turn on the table, the normal formation restrictions apply.

SPECIAL CASES

Sometimes a stand will land on top of an enemy unit or in difficult terrain, or even miss the table all together! The following special rules apply in these cases:

A stand is *killed instantly* if:

- it lands off the table
- it lands on a Titan or on a Titan's base

If the stand lands on top of any other enemy unit, the enemy unit is allowed to make one free attack with any ranged weapons. If this attack fails to kill the Eldar stand, the two units count as being engaged in close combat. Neither stand may move, and they must fight a round of close combat in the close combat segment.

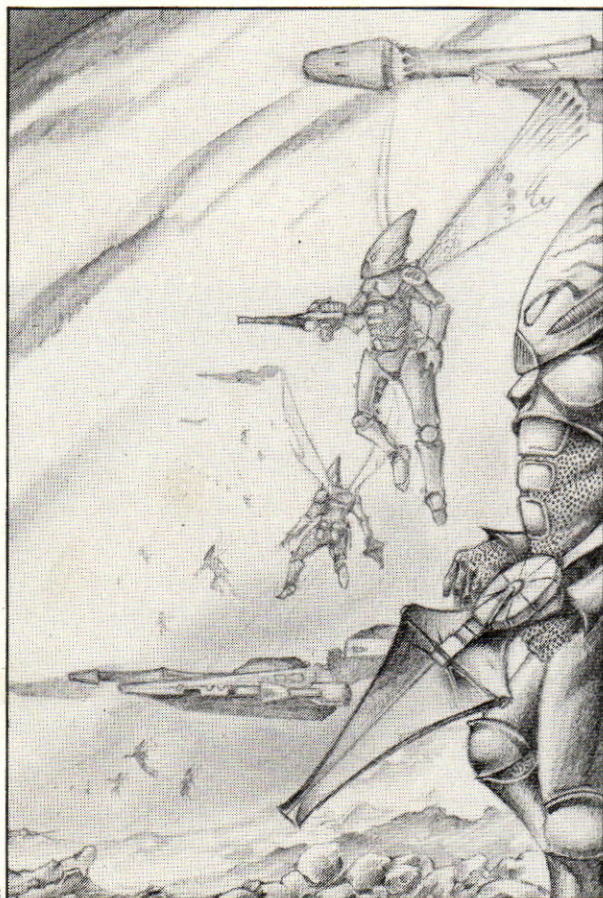
If the stand lands in difficult or dangerous terrain it must make a saving roll to avoid being eliminated. Stands that land on top of buildings must also make a saving roll; if they succeed they are placed beside the building at a point chosen by their controlling player.

JUMP PACKS

All Swooping Hawks stands are equipped with *jump packs*. Stands equipped with jump packs have a charge rate move of 16cm, and may move over difficult and dangerous terrain without making dangerous terrain tests.

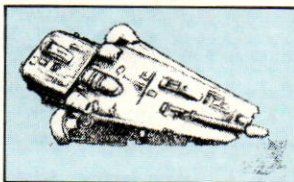
TROOP IDENTIFICATION

Eldar stands should have different coloured bases to make identification easier. An Eldar Commander is given the same colour as the troops he commands; mount a banner on the stand to indicate his presence.





THE FALCON GRAV-TANK



The Falcon grav-tank (Eldar *Faolchú*) is the mainstay of the vast majority of Eldar forces, and fulfills a large number of battlefield roles, from troop transportation to reconnaissance.

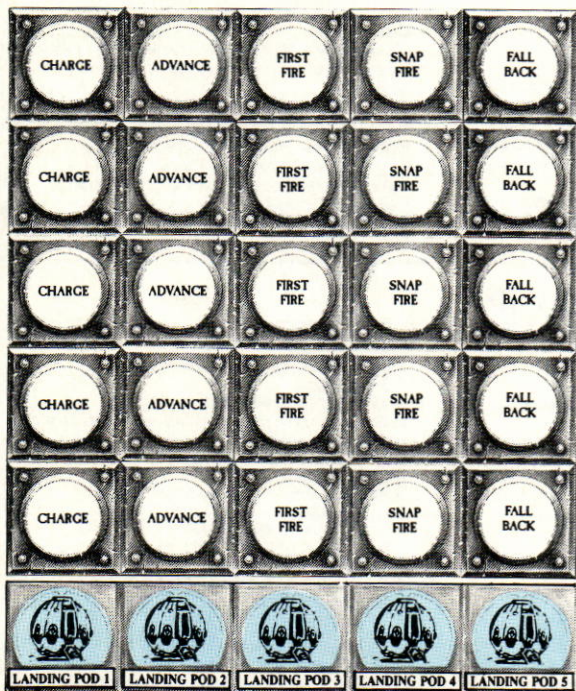
It is armed with a shuriken cannon and a grade 2 las-cannon, and can transport two stands of troops in the same way as an Imperial Rhino or Land Raider in the *Space Marine* rules.

STANDARD DETACHMENTS

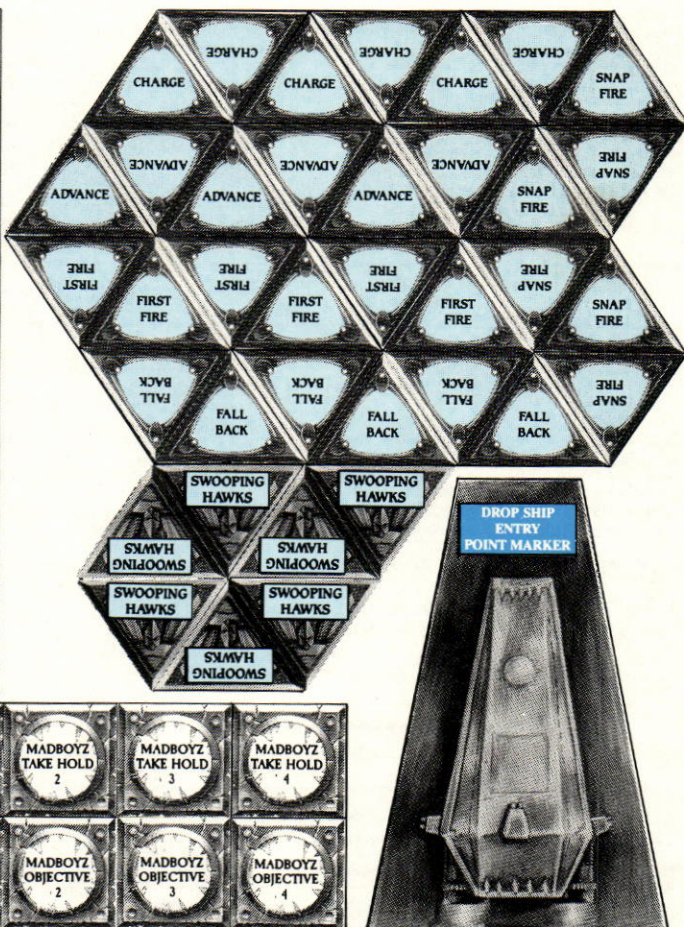
Standard detachments for Eldar forces are as follows:

Detachment Type	No. & Type of Units	Battle Rating
Swooping Hawk Detachment	6 x Swooping Hawk Stand 2 x Commander	430
Avenging Warrior Detachment	6 x Avenging Warrior Stand 2 x Commander	580
Grav-Tank Detachment	3 x Falcon Grav-Tank	420

ORK ORDER COUNTERS



MADBOYZ COUNTERS



ELDAR ORDER COUNTERS

THESE COUNTERS SHOULD BE MOUNTED ON CARD AND CUT OUT

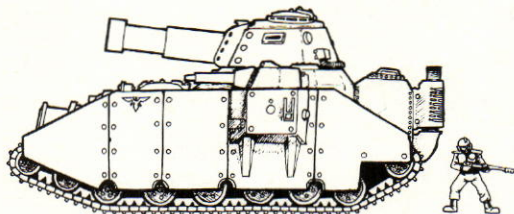
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SPACE MARINE WAR MACHINES

By Karl Tebbutt and Roger Gerrish

A few months ago we published the data for a range of new Epic scale vehicles. Since then we've been fighting a lot of *Space Marine* and *Adeptus Titanicus* battles using these vehicles and we've decided that several of the figures we gave weren't quite right. So here's an update on the full range, now including the data for the Imperial Leman Russ tank and four new Ork Battlewagons.

BANEBLADE

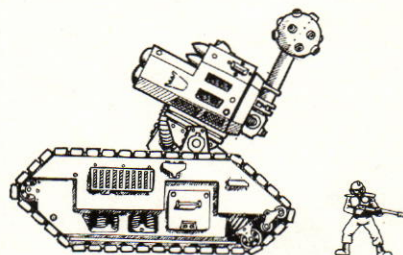


Name	AR	SV	CAF	SPD	BR
Baneblade	0	2+	+4/+2	12/16	320

Weapons: Las-Cannon (SwL1, SwR1, SwF1, Tt1), Battle Cannon (Tt1, Fx1), Heavy Bolters (SwL2, SwR2, Tt1)

Notes: Heavy vehicle. The las-cannon and Battle Cannon mounted in the turret must both fire at the same target. Armoured vehicle.

MANTICORE

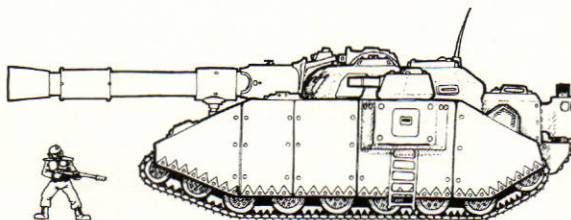


Name	AR	SV	CAF	SPD	BR
Manticore	0	4+	+0/-2	8/12	150

Weapons: Multi-Launcher (Tt2), Heavy Bolter (SwF1), Bolters (SwR2, SwL2)

Notes: The multi-launchers may fire indirectly, at up to twice their normal range. Armoured vehicle.

SHADOWSWORD

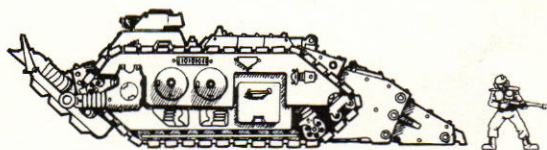


Name	AR	SV	CAF	SPD	BR
Shadowsword	0	2+	+4/+2	12/16	300

Weapons: Defence Laser (Fx1), Las-Cannon (SwL1, SwR1), Heavy Bolter (SwL2, SwR2)

Notes: Heavy vehicle.

GORGON

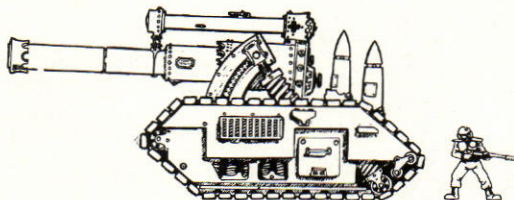


Name	AR	SV	CAF	SPD	BR
Gorgon	0	4+	+0/-2	12/16	150

Weapons: Auto-Cannon (Tt1), Bolters (SwR2, SwL2)

Notes: Minesweeper and minelayer. Armoured vehicle.

BASILISK

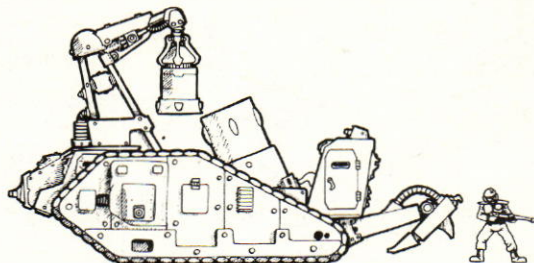


Name	AR	SV	CAF	SPD	BR
Basilisk	0	4+	+0/-2	8/12	150

Weapons: Macro-Cannon (Fx1), Heavy Bolter (SwF1), Bolters (SwR2, SwL2)

Notes: The macro-cannon may fire indirectly, at up to twice its normal range. The macro-cannon may only fire if the vehicle has first fire orders. Armoured vehicle.

BOMBARD

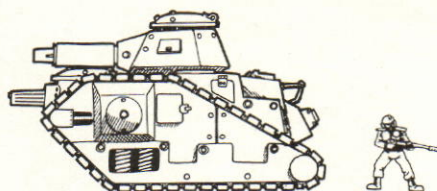


Name	AR	SV	CAF	SPD	BR
Bombard	0	4+	+0/-2	8/12	200

Weapons: Siege Mortar (SwF1), Heavy Bolter (FF1), Bolters (SwR2, SwL2)

Notes: The siege mortar may fire indirectly, at up to twice its normal range. The siege mortar may only fire if the Bombard has first fire orders, but it does not receive the +1 to hit modifier. Armoured vehicle.

LEMAN RUSS

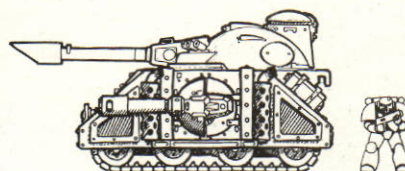


Name	AR	SV	CAF	SPD	BR
Leman Russ	0	3+	+3/+1	14/20	160

Weapons: Battle Cannon (Tt1), Las-Cannon (Fx1), Heavy Bolters (SwL1, SwR1, Fx1)

Notes: Armoured vehicle.

PREDATOR

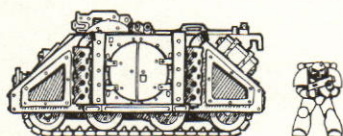


Name	AR	SV	CAF	SPD	BR
Predator	+1	4+	+2/+1	20/40	135

Weapons: Auto-Cannon (Tt), Bolter (Tt), Las-Cannons (SwL, SwR)

Notes: Armoured vehicle.

RHINO

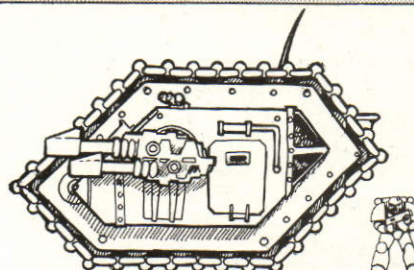


Name	AR	SV	CAF	SPD	BR
Rhino	+1	4+	+3/+1	20/30	45

Weapons: Bolters (Tt) (Tt)

Notes: May carry up to 2 infantry stands. Armoured vehicle.

LAND RAIDER

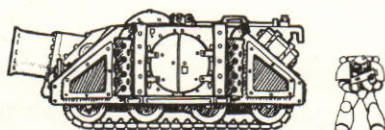


Name	AR	SV	CAF	SPD	BR
Land Raider	0	3+	+3/+1	16/24	200

Weapons: Las-Cannons (SwL2, SwR2), Heavy Bolters (Fx1)(FxR)

Notes: May carry up to 2 infantry stands. Armoured vehicle.

VINDICATOR

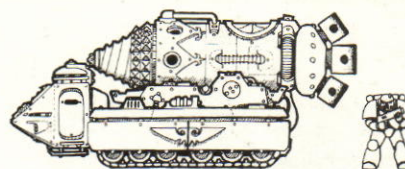


Name	AR	SV	CAF	SPD	BR
Vindicator	0	4+	+2/+1	20/30	90

Weapons: Thunderer (SwF)

Notes: Armoured vehicle.

TERMITE

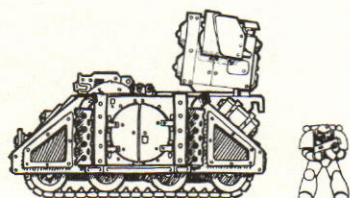


Name	AR	SV	CAF	SPD	BR
Termite	+1	4+	+2/0	16/24 (12)	130

Weapons: TERMITE: Las-Cannon (Fx2), Heavy Bolter (Tt)

Notes: May carry 2 infantry stands. Armoured vehicle. Tunneller.

WHIRLWIND

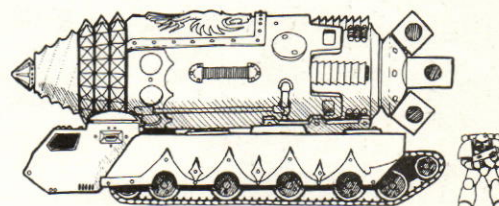


Name	AR	SV	CAF	SPD	BR
Whirlwind	+1	4+	+2/0	20/30	70

Weapons: Multi-Launcher (Tt), Bolters (Tt) (Tt)

Notes: May carry up to 2 infantry stands. Armoured vehicle

IMPERIAL MOLE

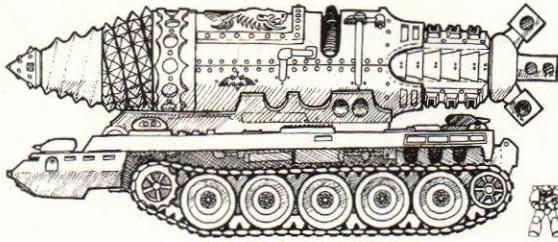


Name	AR	SV	CAF	SPD	BR
Imperial Mole	0	3+	+2/+1	16/24 (10)	180

Weapons: MOLE: Multi-Launcher (Tt2), Heavy Bolter (Tt2)

Notes: May carry 4 infantry stands. Armoured vehicle. Tunneller.

HELLBORE HEAVY MOLE

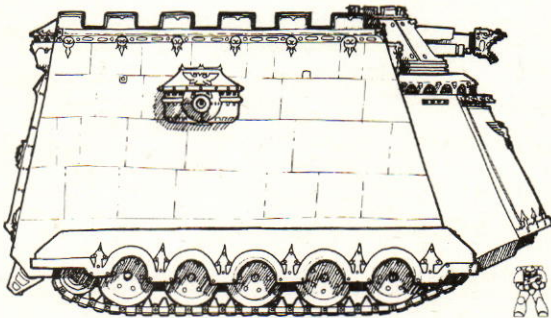


Name	AR	SV	CAF	SPD	BR
Hellbore	0	2+	+4/+2	8/12	250

Weapons: HELLBORE: Multi-Launcher (Tt2), Heavy Bolters (SwL4, SwR4)
TRANSPORTER: Bolter (SwF1)

Notes: Both the Hellbore and its Transporter are heavy vehicles. The Hellbore is a tunneller and may move up to 10cm underground. It may carry 8 infantry stands/Dreadnoughts or 4 light vehicles or 2 Rhinos.

CAPITOL IMPERIALIS

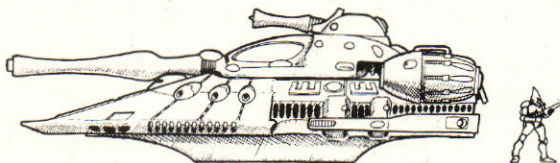


Name	AR	SV	CAF	SPD	BR
Imperial Heavy Transporter	0	3+	+3/+1	4/8	305

Weapons: Heavy Plasma Guns (SwL4, SwR4), Defence Laser (Tt), Heavy Bolters (SwL4, SwR4)

Notes: May carry up to 8 infantry stands or equivalent. Heavy vehicle. 2 Power fields. Transport.

TEMPEST

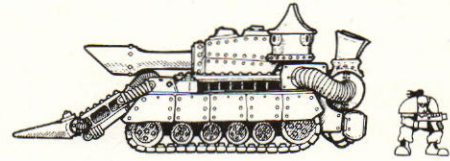


Name	AR	SV	CAF	SPD	BR
Tempest	0	3+	+3/+2	16/32	250

Weapons: Las-Cannon(Tt2), Shuriken Cannon (Tt1), Shuriken Catapults (SwL3, SwR3)

Notes: Heavy vehicle and Skimmer. The las-cannon may be fired together as a single pulse laser if the Eldar player states this before firing.

GUTRIPPA

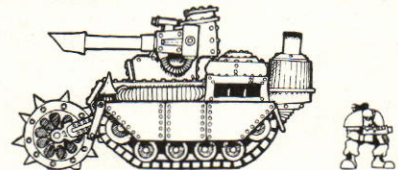


Name	AR	SV	CAF	SPD	BR
Gutrippa	+1	4+	+4/3+	20/30	100

Weapons: Battle Cannon (Tt1), Bolters (SwL1, SwR1, Fx2)

Notes: The effects of the Gutrippa's pincers have been included in the CAF. Armoured vehicle.

BONECRUNCHA

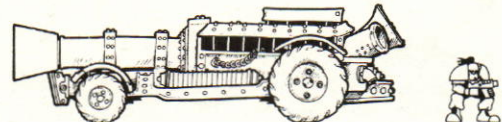


Name	AR	SV	CAF	SPD	BR
Bonecruncha	0	4+	+5/+2	20/30	100

Weapons: Auto-cannon (Tt2), Heavy Bolter (Tt1)

Notes: The effects of the Bonecruncha's large anti-personnel death roller have been included in the CAF. Armoured vehicle

SPLEENRIPPA

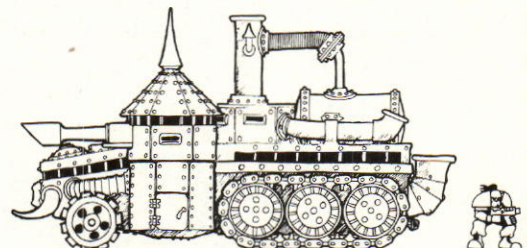


Name	AR	SV	CAF	SPD	BR
Spleenrippa	+1	4+	+2/+1	20/30	100

Weapons: Battle Cannon (Fx1), Bolters (SwL1, SwR1)

Notes: Armoured vehicle.

SKULLHAMMA



Name	AR	SV	CAF	SPD	BR
Skullhamma	0	3+	+5/+3	16/24	260

Weapons: Battle Cannon (SwR1, SwL1), Heavy Bolters (SwR1, SwL1), Bolters (Fx2)

Notes: Heavy vehicle. Can carry up to 4 infantry stands internally and 1 infantry stand externally.

NEW RULES

The following new rules cover the special abilities of the above vehicles.

MINESWEEPERS

Whenever the Gorgon moves within 3cm of a mine counter, roll a D6 - on a 1-5 the mine is destroyed (remove the counter) and on a 6 the mine detonates.

INDIRECT FIRE

Weapons that may fire indirectly do not need to have a LOS to the target - they may fire as long as any friendly unit has a LOS to the target. The range is still measured from the attacking unit. Units that fire indirectly suffer a -1 to hit modifier.

SIEGE MORTARS

If a building is hit by the siege mortar, roll a D6 to determine the number of critical hits:

1-3	1 Critical hit
4-5	2 Critical hits
6	3 Critical hits

A siege mortar only ever inflicts 1 critical hit on non-building targets. Note that the siege mortar has a *minimum* range of 20cm.

MINELAYER

One mine may be released at any time during the Gorgon's move - place a counter at the appropriate point. The mine becomes active at the start of the next phase. A mine ignores void shields and causes critical damage on a 2+. The Gorgon carries 4 mines.

HEAVY VEHICLES

Heavy vehicles can sustain more damage than normal vehicles. The first hit that would have destroyed the vehicle is ignored. The second damaging hit destroys the vehicle as normal. Place a damage marker beside a heavy vehicle that has suffered one hit, as a reminder that the second hit will destroy it.

NEW WEAPONS TABLE

VEHICLE & TITAN TARGETS WEAPON TABLE					
Weapon	Range		To Hit Roll		CHR
	Short	Long	Short	Long	
Battle Cannon	36cm	72cm	3+	5+	4+
Siege Mortar	20-72cm	-	3+(B)	-	3+

INFANTRY TARGETS WEAPON TABLE					
Weapon	Range		To Hit Roll		SRM
	Short	Long	Short	Long	
Battle Cannon	36cm	72cm	4+	5+	-1
Siege Mortar	20-72cm	-	4+(B)	-	-2

ELDAR

VEHICLES	SPEED	SAVE	C.A.F.	A.R.	WEAPONS	REMARKS	BATTLE RATING
TEMPEST	16/32	3+	+3/+2	0	LAS-CANNON (Tt2) SHURIKEN CANNON (T+1) SHURIKEN CATAPULTS (SwL3, SwR3)	HEAVY VEHICLE AND SKIMMER LAS-CANNON MAY BE FIRED TOGETHER AS SINGLE PULSE LASER	250

ORK

VEHICLES	SPEED	SAVE	C.A.F.	A.R.	WEAPONS	REMARKS	BATTLE RATING
SKULLHAMMA	16/24	3+	+5/+3	0	BATTLE CANNON (SwR1, SwL1) HEAVY BOLTERS (SwR1, SwL1) BOLTERS (Fx2)	HEAVY VEHICLE. CAN CARRY UP TO 4 INFANTRY STANDS INTERNALLY AND 1 EXTERNALLY	260
BONECRUNCHA	20/30	4+	+5/+2	0	AUTO-CANNON (Tt2) HEAVY BOLTER (Tt1)	EFFECTS OF THE BONECRUNCHA'S LARGE ANTI-PERSONNEL DEATH ROLLER INCLUDED IN CAF. ARMoured VEHICLE	100
GUTRIPPA	20/30	4+	+4/+3	+1	BATTLE CANNON (Tt1) BOLTERS (SwL1, SwR1, Fx2)	EFFECTS OF THE GUTRIPPA'S PINCERS INCLUDED IN CAF. ARMoured VEHICLE	100
SPLEENRIPPA	20/30	4+	+2/+1	+1	BATTLE CANNON (Fx1) BOLTERS (SwL1, SwR1)	ARMoured VEHICLE	100

IMPERIAL

VEHICLES	SPEED	SAVE	C.A.F.	A.R.	WEAPONS	REMARKS	BATTLE RATING
CAPITOL IMPERIALIS	4/8	3+	+3/+1	0	HEAVY PLASMA GUNS (SwL4, SwR4) DEFENCE LASER (Tt) HEAVY BOLTERS (SwL4, SwR4)	MAY CARRY UP TO 8 INFANTRY STANDS OR EQUIVALENT. 2 POWER FIELDS. HEAVY VEHICLE	305
BANEBLADE	12/16	2+	+4/+2	0	LAS-CANNONS (SwL1, SwR1, SwF1, Tt), BATTLE CANNON (Tt1, Fx1) HEAVY BOLTERS (SwL2, SwR2, Tt1)	HEAVY VEHICLE. LAS-CANNON AND BATTLE CANNON MOUNTED IN TURRET MUST BOTH FIRE AT SAME TARGET. ARMoured VEHICLE	320
SHADOWSWORD	12/16	2+	+4/+2	0	DEFENCE LASER (Fx1) LAS-CANNON (SwL1, SwR1) HEAVY BOLTER (SwL2, SwR2)	HEAVY VEHICLE	300
BASILISK	8/12	4+	+0/-2	0	MACRO-CANNON (Fx1) HEAVY BOLTER (SwF1) BOLTERS (SwR2, SwL2)	MACRO-CANNON MAY FIRE INDIRECTLY AT UP TO TWICE ITS NORMAL RANGE. ARMoured VEHICLE	150
MANTICORE	8/12	4+	+0/-2	0	MULTI-LAUNCHER (Tt2) HEAVY BOLTER (SwF1) BOLTERS (SwR2, SwL2)	MULTI-LAUNCHERS MAY FIRE INDIRECTLY AT UP TO TWICE THEIR NORMAL RANGE. ARMoured VEHICLE	150
GORGON	12/16	4+	+0/-2	0	AUTO-CANNON (Tt) BOLTERS (SwR2, SwL2)	MINESWEEPER AND MINELAYER. ARMoured VEHICLE	150
BOMBARD	8/12	4+	+0/-2	0	SIEGE MORTAR (SwF1) HEAVY BOLTER (Fx1) BOLTERS (SwR2, SwL2)	SIEGE MORTAR MAY FIRE INDIRECTLY AT UP TO TWICE ITS NORMAL RANGE. ARMoured VEHICLE	200
HELLBORE	8/12	2+	+4/+2	0	MULTI-LAUNCHER (Tt2) HEAVY BOLTERS (SwL4, SwR4) BOLTER (SwF1)	HELLBORE AND TRANSPORTER ARE HEAVY VEHICLES. HELLBORE IS A TUNNELLER, MAY MOVE UP TO 10CM UNDERGROUND. MAY CARRY 8 INFANTRY STANDS/ DREADNOUGHTS OR 4 LIGHT VEHICLES OR 2 RHINOS	250
LEMAN RUSS	14/20	3+	+3/+1	0	BATTLE CANNON (Tt1) LAS-CANNON (Fx1) HEAVY BOLTERS (SwL1, SwR1, Fx1)	ARMoured VEHICLE	160

SPACE MARINE™

EPIC IMPERIAL GUARD

by Karl Tebbutt and Roger Gerrish

Recruited from the elite of the planetary defence forces, the Imperial Guard is the largest military force in the Imperium. Each regiment is raised from a single homeworld, trained according to the rigorous dictates of the *Codex Exercitus* and shipped to one of the countless battle zones throughout Imperial space.

During the terrible strife of the Horus Heresy, Imperial Guard regiments fought for both the Emperor and the Warmaster. Some Guard regiments fought alongside Marines, or as Scutarii regiments attached to Titan Orders. Many others fought in the planet-wide wars that raged for years as Loyalist and Traitor struggled for control of the Imperium.

This article gives you the rules and data for using your Imperial Guard units in *Space Marine* and *Adeptus Titanicus*. Next month we'll be giving you the Epic army list for the Imperial Guard, with full details of how to design your Guard regiments.

Imperial Guard forces fought on both sides during the Horus Heresy, so they can be fielded as part of a Loyalist or a Traitor army. They often fought alongside Marines and Titans and can be included as part of a combined army with either or both of these troop types.

All of the rules in *Space Marine* apply to Imperial Guard units. In addition, some of the troop types have special rules.

SPECIAL RULES

DETACHMENTS

Infantry: each infantry detachment (including Rough Riders and Bikers) comprises a number of basic stands, plus a command stand (see *Imperial Guard Detachments* below). Every stand in the detachment must be within 12cm of its command stand, and must also be within 3cm of at least one other stand in the detachment.

Ogryns and Ratling Snipers: the exceptions to this are Ogryn and Ratling Sniper stands which operate independently. They don't have command stands and each stand is given its own order counter. Note that Ogryns must be given specific orders (see below).

Vehicles: Imperial Guard vehicles follow the normal detachment rules - each vehicle must remain within 6cm of at least one other vehicle in the detachment.

JUMP PACKS

Guardsmen in assault detachments are equipped with jump packs. They may move up to 30cm if they have charge orders.

MOUNTED INFANTRY STANDS

The following special rules apply to Rough Riders and Bikers.

Rough Riders: the Rough Riders' CAF of +2 is increased to +3 if they have charge orders - this is because they are able to use their explosive lances to full effect while charging. This only applies while the detachment is mounted.

Bikers: Bike stands may only use the bolter armament of their bikes while mounted.

Dismounting: Rough Rider or Biker detachments may be dismounted if they have first fire, advance or fall back orders. The whole detachment must be either mounted or dismounted - you can't dismount individual stands while the rest of the detachment remains mounted.

To dismount, move the mounted stands as normal and then replace each stand in the detachment with a tactical stand or command stand, as appropriate. Once dismounted, stands cannot remount.

Buildings: mounted stands cannot enter buildings.

MORALE

At the start of the order phase, any Imperial Guard infantry detachment (including Rough Riders and Bikers) without a commander must make a morale test. Roll a D6 for each of these detachments, add any modifiers that apply, and consult the table below.

Note that Ogryn and Ratling stands don't need to take morale tests as they always operate without command stands.

MORALE TABLE		
Modified Roll	Result	Permitted Orders
7	Pass	Any orders.
3-6	Pinned	Fall back or no orders - detachments with no orders may not move, and fire in the advance segment of the combat phase).
2 or less	Fall Back	Fall back orders and take a rout test - roll a D6 for each stand in the detachment; on a 1 or 2 the stand routs and is removed from play.

Morale Modifiers

All stands in detachment in hard cover. +1
 Detachment was given fall back orders last turn. . . . -1
 Detachment has only 1 or 2 remaining stands. -2

RATLING SNIPERS

Snipers are used to carefully pick off enemy targets, often from behind good cover. Because the sniper needs time to draw a bead on his target, sniper rifles may only be fired by Ratling Snipers with first fire orders.

Ratling Snipers cannot move into base-to-base contact with enemy stands in order to enter close combat - however, enemy stands can choose to move into close combat with the Ratlings.

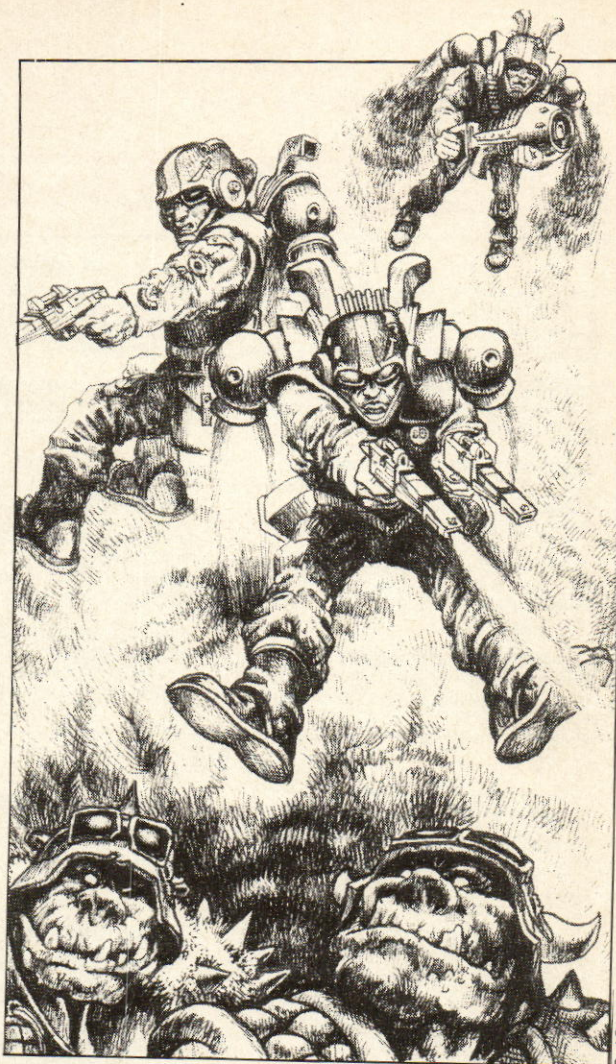
SPECIFIC ORDERS

Ogryn stands and Beastman detachments must be given specific orders - the troops are given a set of tactical instructions at the start of the battle which they then follow for the duration of the game. You can choose either *defensive* orders, which instruct the troops to hold their initial position, or *take and hold* orders, which instruct the troops to move to a specified objective on the battlefield and then hold it.

Specific orders are similar to robot programs. You can either use the robot program counters to indicate a unit's orders, or make a note on a sheet of paper. Use the program rules in *Codex Titanicus* as a guide, with the following table used to generate the troops' exact orders for each turn.

Situation	Orders this turn
<i>Defensive Orders</i>	
Enemy infantry stand within charge range	Charge
Enemy in sight	First Fire
No enemy in sight	First Fire
<i>Take and Hold Orders</i>	
Enemy infantry stand in charge range	Charge
Objective not reached	Charge
Objective reached	First Fire

To use take and hold orders, the objective for the Ogryn stand or Beastman detachment must be marked before the game starts (see *Robots* in *Codex Titanicus* for details).



IMPERIAL GUARD DETACHMENTS

The full Epic Imperial Guard army list will be published in next month's *White Dwarf*. Until then, here's a list of the standard detachments that will allow you to field your Imperial Guard army.

Detachment Type	Composition	Battle Rating
Tactical	8 Tactical Stands and 1 Command Stand	320
Support	5 Support Stands and 1 Command Stand	380
Assault	7 Assault Stands and 1 Assault Command Stand	430
Rough Rider	3 Rough Rider Stands and 1 Rough Rider Command Stand	320
Bike	3 Bike Stands and 1 Bike Command Stand	420
Beastman	6 Beastman Stands and 1 Command Stand	260
Ogryn	1 Ogryn Stand (operates independently)	60
Ratling	1 Ratling Stand (operates independently)	40
Sentinel	5 Sentinel Stands	175
Colossus	5 Colossus Stands	200

VEHICLE DETACHMENTS

The full rules for the size of vehicle detachments and how they're attached to Imperial Guard formations will be given in the Epic Imperial Guard army list next month. Until then, use the following list of detachment sizes:

Battle Detachment	Battle Rating
3 Rhinos	135
3 Whirlwinds	210
3 Vindicators	270
3 Predators	405
2 Manticores	300
2 Basilisk	300
2 Bombards	400
3 Gorgons	450
3 Leman Russ	480
1 Capitol Imperialis	305
2 Shadowwords	600
2 Baneblades	640
3 Termites	390
2 Imperial Moles	360
1 Hellbore	250
5 Mole Mortars	100
5 Thudd Guns	100
5 Tarantulas	200
5 rapiers	220

MAKING IMPERIAL GUARD STANDS

To make your Imperial Guard stands you'll need the Epic infantry bases provided with the models and a number of Citadel 20mm x 20mm bases (square or circular) and 25mm x 50mm cavalry bases. If you haven't got enough spare slot-a-bases (they're available separately through Games Workshop stores and Mail Order), then sturdy card cut to the right sizes will do just as well.

The essential thing with the different types of stand is to make sure that you and your opponent both know which stands are which. Provided that's clear, you can vary the composition of models however seems sensible. Here's some guidelines to help you.

Tactical Stands

The basic fighting unit of the Guard - use the lasgun-armed Imperial Guardsmen for these.

Support Stands

These stands have a pair of las-cannon, but you could use either one or two of the heavy weapon troopers to indicate these stands - of course, if you only use one, you can have twice as many support stands per boxed set!

Assault Stands

Guardsmen in assault detachments wear jump packs to allow them to move into battle as quickly as possible - obviously the models equipped with jump packs are appropriate here.

Beastmen

Any mix of the two types of Beastmen, possibly with a Commissar here and there to keep them in line. Note that Beastmen detachments have Human command stands.



Paul Bonner

Rough Rider, Biker and Ogryn Stands

For these stands use the 25mm x 50mm cavalry bases (or a piece of sturdy card cut to the right size) - simply glue the models onto the base, evenly spread out in either a straight or a staggered line.

Command Stands

The easiest way to distinguish these is to use one of the standard bearer models. You can also put a Commissar on the stand, if you want. In fact, Commissars may be found as part of any detachment, checking their devotion to the Imperial Cult.

There are other ways to distinguish command stands, especially useful for Rough Rider and Bike detachments where there are no distinct models. One way is to add a banner to the stand, either attached to a model or using the hole at the back of the base for the banner pole. Or you can paint one of the models in a distinctive manner - for example, you could give a trooper a red jacket to stand out from the normal Guard grey, or you could paint one stand of Rough Riders or Bikers with horses or bikes of a different colour to the other stands.

Gun Crews

These can be used to man any Mole Mortars, Thudd Guns, Rapiers or Tarantulas in the force. Simply distribute these among the available artillery pieces as you wish. Sticking the weapon and the crewman onto a base will make it easier to move them around.

Ratling Snipers

Five of the Ratling models make up one of these stands.

Sentinels and Robots

Although detachments of these models don't need grouping together onto a single stand, it's a good idea to glue each model to its own Epic infantry base or 20mm x 20mm slotta-base - this will help the models to stand up properly, especially if you're using terrained gaming boards.

NEW WEAPONS

INFANTRY TARGETS WEAPONS TABLE

WEAPONS	RANGE		TO HIT ROLL		SAVE MOD
	SHORT	LONG	SHORT	LONG	
LAS PISTOL	-	8	-	4+	0
LASGUN	12	24	4+	5+	0
GRENADE LAUNCHER	-	60	-	5+	0
SNIPER RIFLE*	18	36	3+	4+	0

* Sniper Rifles count as heavy weapons when used by Ratling snipers.

CODEX TITANICUS ERRATA

ROBOTS AND DREADNOUGHTS

The armour rating and close assault factors for Robots and Dreadnoughts were partially missing from *Codex Titanicus* and are presented here in their correct form.

Robot type	AR	CAF
Conqueror	+1	+2
Colossus	0	+2
Cataphract	+1	+1
Castellan	0	+5

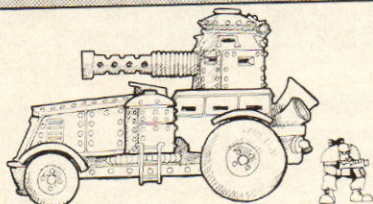
Dreadnought type	AR	CAF
Contemptor	+1	+4
Deredo	+1	+2
Furibundus	0	0

TARANTULAS, RAPIERS AND WARTRAKS

The data for the Tarantula was transposed with that for the Rapiere and Wartrak on both of the *Epic Damage Tables* in *Codex Titanicus*. Please swap the data over on both tables.

EPIC SCALE ORK BATTLEWAGONS

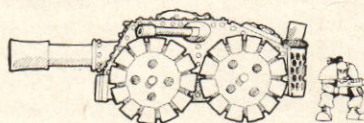
BOWELBURNA



NAME	AR	SV	CAF	SPD	BR
Bowelburna	0	4+	+3/+1	20/30	110

Weapons: Battle cannon (FxF1), Heavy Bolters (SwL1, SwR1)
Notes: Armoured vehicle

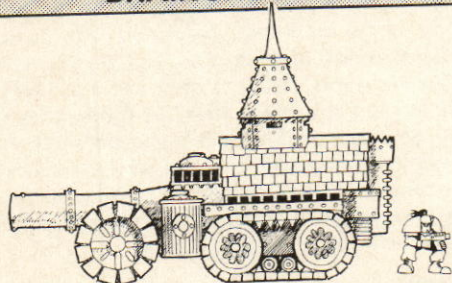
GOBSMASHA



NAME	AR	SV	CAF	SPD	BR
Gobsmasha	+1	5+	+2/+1	24/36	80

Weapons: Auto-cannon (FxF1), Bolters (SwL1, SwR1)
Notes: Armoured vehicle

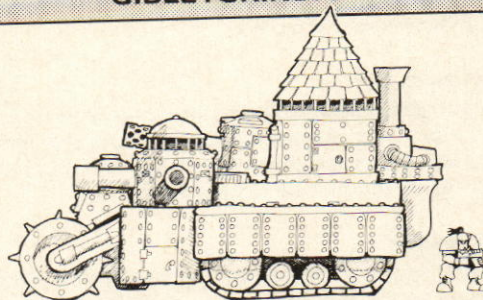
BRAINCRUSHA



NAME	AR	SV	CAF	SPD	BR
Braincrusha	0	3+	+2/+1	16/24	220

Weapons: Macro-Cannon (FxF1), Heavy Bolter (Tt1), Bolters (SwL1, SwR1)

GIBLETGRINDA



NAME	AR	SV	CAF	SPD	BR
Gibletgrinda	0	3+	+6/+3	16/24	300

Weapons: Battle cannon (FxF1, FxR1, FxL1, Fx/B2), Heavy Bolters (FxF2, SwL1, SwR1)

Notes: Heavy vehicle. The Fx/B2 battle cannon may be fired *either* forward or back. Can carry up to 2 infantry stands externally.

IMPERIAL GUARD INFANTRY AND VEHICLE REFERENCE SHEET

INFANTRY DATA

TYPE	SPEED	SAVE	CAF	WEAPONS SUPPORT		REMARKS	BATTLE RATING
TACTICAL	8/16	5+	+1	LASGUN	GRENADE LAUNCHER	NONE	30
SUPPORT	8/16	5+	0	LASGUN	2 LASCANNON	NONE	60
COMMAND	8/16	5+	+1	LASGUN	2 LASCANNON		80
ASSAULT	8/16	5+	+2	LASPISTOL	NONE	JUMP PACKS	50
ASSAULT COMMAND	8/16	5+	+3	LASPISTOL	2 LASCANNON	JUMP PACKS	80
ROUGH RIDER	16/24	5+	+2	LASGUN	GRENADE LAUNCHER	MAY DISMOUNT - TREAT AS TACTICAL STAND	60
ROUGH RIDER COMMAND	16/24	5+	+2	LASGUN	2 LASCANNON	MAY DISMOUNT - TREAT AS COMMAND STAND	80
BIKE	32/48	5+	0	BOLTER (FxF)	NONE	MAY DISMOUNT - TREAT AS TACTICAL STAND	100
BIKE COMMAND	32/48	4+	+1	BOLTER (FxF)	NONE	MAY DISMOUNT - TREAT AS COMMAND STAND	120
BEASTMEN	8/16	5+	+2	NONE	NONE	NONE	30
OGRYN	12/18	3+	+5	NONE	NONE	NONE	60
RATLING	6/12	6+	0	NONE	SNIPER RIFLE	NONE	40

VEHICLE DATA

TYPE	SPEED	SAVE	CAF	WEAPONS	REMARKS	BATTLE RATING
SENTINEL	12/24	6+	+1/-1	MULTI-LASER (SwF)	NONE	35
COLOSSUS	4/8	6+	0	MELTA GUN (FxF) BOLTER (RA)	WALKER	40

Data for all the other vehicle types available to Imperial Guard forces have already been published - see *White Dwarf* 123.

IMPERIAL GUARD EPIC DAMAGE TABLES

EPIC VEHICLE & TITAN DAMAGE TABLE

WEAPONS	RANGE		TO HIT ROLL		SAVE MOD
	SHORT	LONG	SHORT	LONG	
TACTICAL	60	-	6+	-	0
SUPPORT	30	60	3+	4+	-1
COMMAND	30	60	3+	4+	-1
ASSAULT	12	-	6+	-	0
ASSAULT COMMAND	30	60	3+	4+	-1
ROUGH RIDER	60	-	6+	-	0
R/RIDER COMMAND	30	60	3+	4+	-1
BIKE	6	-	6+	-	0
BIKE COMMAND	6	-	6+	-	0
BEASTMEN	6	-	6+	-	0
OGRYN	6	-	6+	-	0
RATLING	6	-	6+	-	0

EPIC INFANTRY DAMAGE TABLE

WEAPONS	RANGE		TO HIT ROLL		SAVE MOD
	SHORT	LONG	SHORT	LONG	
TACTICAL	24	60	4+	5+	0
SUPPORT	24	60	4+	6+	-1
COMMAND	24	60	5+	6+	-1
ASSAULT	12	-	4+	-	0
ASSAULT COMMAND	24	60	5+	6+	-1
ROUGH RIDER	24	60	4+	5+	-1
R/RIDER COMMAND	24	60	5+	6+	-1
BIKE	24	-	4+	-	0
BIKE COMMAND	24	-	4+	-	0
BEASTMEN	6	-	6+	-	0
OGRYN	6	-	6+	-	0
RATLING	18	36	3+	4+	0

EPIC IMPERIAL GUARD

HOW TO DESIGN IMPERIAL GUARD REGIMENTS FOR SPACE MARINE

by Jervis Johnson, Karl Tebbutt and Roger Gerrish

The Imperial Guard form the bulk of the Imperium's vast war machine. They are recruited from the millions of worlds controlled by Humanity and act as garrison forces, resisting the rising tide of Chaos and battling against Ork and Eldar invaders. At the start of the Horus Heresy, Guard regiments went over to the Warmaster in their thousands - now Loyalist fights against Heretic throughout the galaxy.

This article is taken from our current work in progress on Epic scale armies - in the near future, we'll be presenting army lists for Space Marines, Squats and Orks, among others. The army list reflects the character and organisation of the Imperial Guard, showing how they can deploy infantry in large numbers, supported by hard-hitting tank companies. These rules explain how to build up Imperial Guard companies, battalions and regiments to give you a battleforce ready to use in your Space Marine games.

IMPERIAL GUARD ORGANISATION

The **regiment** is the largest permanent level of organization during the Horus Heresy. Each regiment contains its own infantry, armour and support troops, making it capable of both assaulting and defending varied terrain against most types of opposition. Regimental Commanders are free to train and equip their regiments as they wish, only being limited by the resources available.

Regiments are divided into **battalions**. A regiment consists of three or more battalions plus a number of specialised units which are kept in reserve at the regimental level. These **regimental support** detachments can be attached to battalions as and when they are needed.

The battalion is the smallest formation that can act as a combined force, and as such they sometimes operate independently from their regiment. Battalions are made up of two or more **companies**, plus a variable number of more specialised **battalion support** detachments.

During a campaign, regiments are grouped together into a **battleforce**. Battleforces are not permanent organisations, but are put together on a temporary basis to perform a specific mission or fight in a specific campaign. Thus a battleforce may consist of anything from a single battalion sent to raid behind enemy lines, right through to a major attack force containing Guard and Marine regiments, Titans and allied Squats.

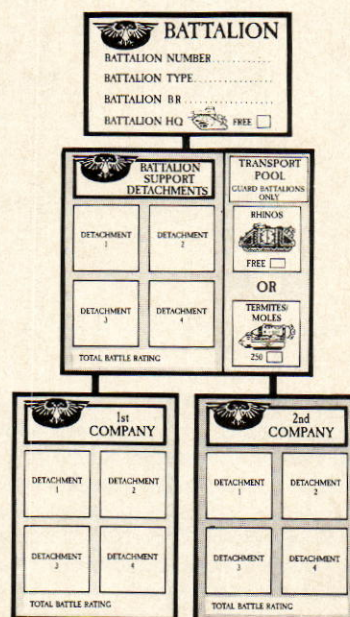
DESIGNING A REGIMENT

Regiments are designed by choosing detachments from an **army list**. The regiment is built up from the lowest level, so you pick your company detachments first, then your battalion detachments and finally your regimental detachments.

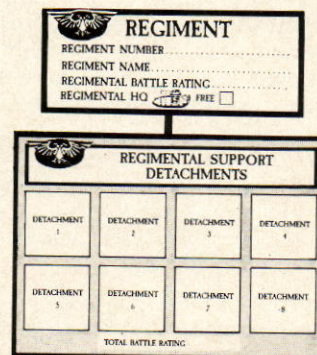
To help you keep track of the regiment as you design it, we've provided a number of **detachment counters** which you place onto **battalion** and **regimental templates** - these give you an instant visual representation of your regiment.

Templates

There are two types of template: the **battalion template** and the **regimental template**. The battalion template shows the battalion support detachments at the top and the battalion's two companies at the bottom, each company having four detachments. If you want to you can add more detachments to a company or more companies to a battalion, but you still get the same number of battalion support detachments.

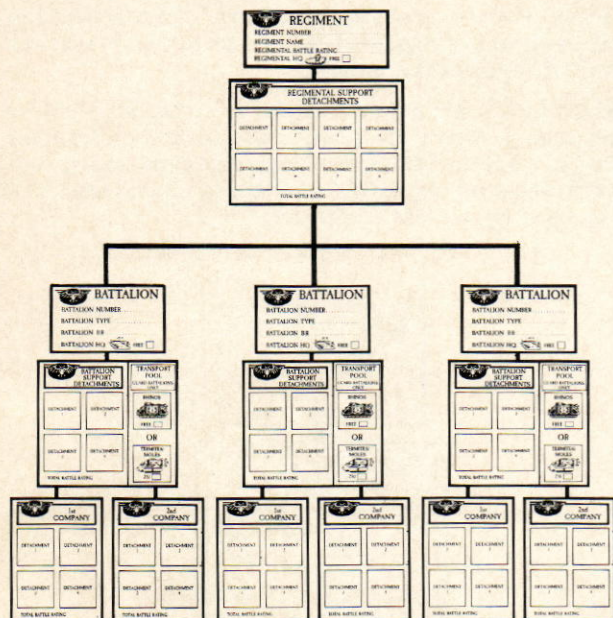


The regimental template shows the regimental support detachments. This template is placed above the battalion templates to form the top level of a pyramid-shaped organisation. Each regiment has at least three battalions, but you can choose to have more - the number of battalions doesn't alter the number of regimental support detachments.



Each box at company, battalion and regimental level holds one detachment counter. The types of counter that can be placed in each box are given in the army list.

As you can see, a complete regiment contains at least three battalions and up to eight regimental detachments. Each battalion contains at least two companies of up to four detachments, plus extra detachments at battalion level.



Detachment Counters

Each counter represents one of the detachments available in the army list. The counter has an illustration of the type of troop or vehicle for easy identification and a number which gives the battle rating of the whole detachment. When they're placed on the templates, the counters give you an instant picture of the detachments that make up a company, battalion or regiment.



Guard Battalions and Kataphract Battalions

There are two types of battalion: the standard infantry-based **Guard Battalions** which can contain over 80 infantry stands and are used for front-line assaults and prepared defences, and the armoured **Kataphract Battalions** which can field over 30 tanks and other vehicles and are employed to spearhead attacks, raid and counterattack. Infantry detachments in Kataphract Battalions have Rhinos included in their organization on a permanent basis and are known as Mechanised Detachments - they act as support troops to hold areas captured by the armoured units.

Both types of battalion have their own list for company and battalion level detachments. When you come to design a battalion, the first thing to do is pick whether it's a Guard Battalion or a Kataphract Battalion - every detachment in that battalion must then be picked from the appropriate list.

USING THE ARMY LIST

Before you start to design your battleforce, photocopy enough counter sheets and templates to make up all the regiments and battalions you'll want. Remember, you'll need at least three battalion templates for every regimental template. The counters should be glued onto a sheet of card and then cut out ready to use. Now you can look at the army list and start to place the detachment counters onto the templates.

The army list is divided into three main sections: **Guard Battalions**, which is sub-divided into **Company Detachments** and **Battalion Detachments**; **Kataphract Battalions**, which is also sub-divided into **Company Detachments** and **Battalion Detachments**; and **Regimental Detachments**.

Within each section, there are a number of boxes. Each box starts by giving the general type of detachment plus the minimum and maximum number of that type which can be chosen. For example, *2-6 Tactical Detachments* means that at least two Tactical Detachments must be chosen, but that no more than six may be chosen.

The numbers in the *Company Detachments* section lists the available detachments for the whole battalion, not for each company. For example, all Guard Battalions contain at least two Tactical Detachments but this doesn't mean that every company has two - there might be two or more in one company and none in the other.

Next, one or more detachment counters are shown. In the case of Tactical Detachments, for instance, only the Tactical counter is shown - this is the only type of detachment that may be picked from this box. In the Support Weapons box, on the other hand, there are four counters: Mole Mortar, Rapier, Tarantula and Thudd Gun. Here you're allowed up to two detachments (the box starts with *0-2 Support Weapon Detachments*) which can be any two chosen from the four listed - you could have a pair of Mole Mortar Detachments, for example, or a Rapier Detachment plus a Tarantula Detachment.

The last part of each box is a note telling you how many stands are in the detachment, or how many vehicle of the type chosen. Keeping with the examples above, the Tactical Detachments box tells you that each detachment contains 8 Tactical Stands and 1 Command Stand; the Support Weapons box tells you that each detachment contains 5 support weapons - that's five Mole Mortars in a Mole Mortar Detachment, five Thudd Guns in a Thudd Gun Detachment and so forth.

Using the counter illustrations, you can easily pick out the right counters to place on the template. When you field your regiment, the notes at the bottom of each box will tell you how many stands or models you'll need.

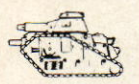
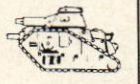


Companies

Companies are built up with detachments chosen from the *Company Detachments* section of the army list. Each contains a minimum of two detachments (Tactical Detachments for Guard Battalions and Armoured Detachments for Kataphract Battalions) but these can both be put in the same company - the minimum number is per battalion not per company. The maximum number of the different detachment types available to the battalion is also given in the army list. As with the minimums, this is the maximum number available to the battalion, not to each company. A Guard Battalion, for example, contains a maximum of four Assault Detachments which can be split up across the companies however you want. The template only shows room for four detachments, but you can add more if you want.

When you've chosen your detachments for a company, add up the battle ratings given on the counters and record the total value in the space provided at the bottom of the template.

The 1st Company of the 1st Battalion, 20th Davron Imperial Guard "The Headhunters"

 1st COMPANY	
LEMEN RUSS  450	LEMEN RUSS  450
LEMEN RUSS  450	DETACHMENT 4
TOTAL BATTLE RATING 1350	

Battalions

Battalions are made up of two companies that you've already designed (or more, if you want), plus from zero to four support detachments chosen from the *Battalion Detachments* section of the army list. The detachments must be chosen from the same part of the list as the company detachments - ie either the Guard Battalion or Kataphract Battalion list. The maximum number of the different detachment types available is given in the army list.

In addition to their support detachments, all battalions can have a Leman Russ as a Battalion HQ for no points cost. Guard Battalions can also have Transport or Tunneller Pools. Both of these are explained below.

Once you've picked your support detachments, add up the total battle rating of the battalion support (plus 250 points if you've got a Tunneller Pool) and record the total in the space at the bottom of the support detachments box. Then add up the total battle ratings of the support detachments and the companies and record the battalion battle rating in the space at the top of the template. If the battalion has a Battalion HQ, Transport Pool or Tunneller Pool, you should tick the appropriate box. Give the battalion an identification number (1st Battalion, 2nd Battalion and so forth) and record its type (Guard or Kataphract).

At this stage, it's a good idea to get a permanent record of your battalion. Either copy the detachment details onto a blank template, or fix the detachment counters to the template with adhesive putty or glue and then photocopy the whole template.

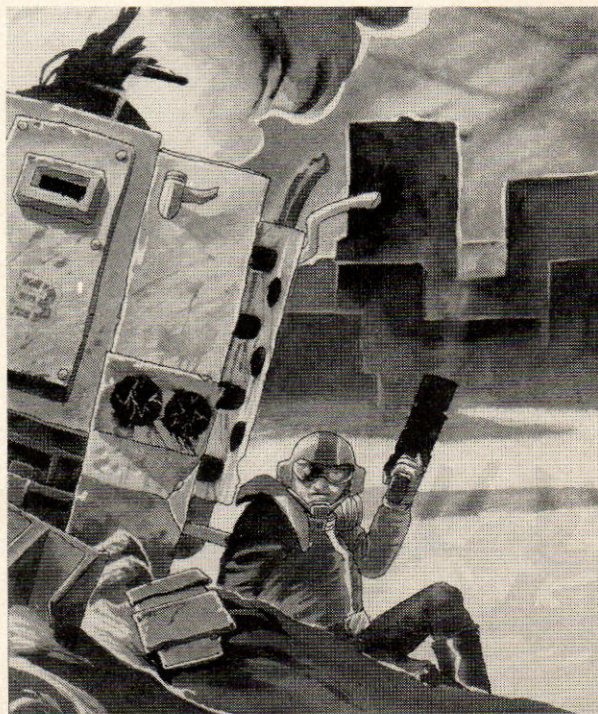
Regiments

Regiments are designed in a very similar way to battalions. First you need to pick three or more battalions that are going to be in the regiment. The regiment may be made up of any mix of Guard and Kataphract Battalions.

The main part of the regimental template contains boxes for the regimental support detachments. The counters for these detachments are chosen from the *Regimental Detachments* section of the army list, which gives the maximum number of the different types of detachment that may be chosen. Once you've chosen from zero to eight support detachments, record their total battle rating in the space at the bottom of the box.

When you're happy with your regiment, you should name it. Imperial Guard regiments are normally named after their homeworld and given a number - the *8th Necromunda*, for example, is the eighth Imperial Guard regiment to have been raised on the hiveworld of Necromunda during that recruitment drive. Regiments are often also known by unofficial names such as *Lucky Sevens*, *The Spiders* or *Stone Killers*. As well as the regiment's name, you should record the regimental battle rating - this is the total of the battalion battle ratings, plus the battle rating for the regimental support detachments.

The last thing to do is make a permanent copy of the completed regiment, just as you did with the battalions. The best way to display your completed regiment is to glue the battalion templates in a line along the bottom of a large sheet of paper or card, then glue the regimental template above them - if you want, you can draw lines from the bottom of the regimental template to the top of the battalion templates to show how the organisation is linked together.



Kevin Walker

BATTALION HQ VEHICLES

The **Battalion HQ** controls and co-ordinates the actions of the companies under its command, passes on orders from the Regimental HQ and processes requests for supporting fire. The HQ is also able to take direct control of detachments that have lost their commanders.

Battalion HQs are represented by a single Leman Russ. The HQs of any battalions that are taking part in the battle may be included in a game at no points cost. They are treated in all ways as a normal detachment of one vehicle, apart from the following special rules:

1. Enemy units may only attack the HQ if it is the closest available target. This rule is included to stop players blowing HQs to pieces as soon as they get LOS. On the battlefield, amid explosions and crossfires, the HQ vehicle would be remarkably difficult to identify.
2. In the orders phase, a Battalion HQ can take command of up to two detachments in its battalion that are within 48cm of the HQ and have lost their Command Stands. The detachment counts as having a Command Stand for that turn and does not have to take a morale check.
3. The HQ may be used as an observer for indirect fire.

TRANSPORT POOL

The **Transport Pool** is a battalion level organization which supplies armoured transportation for infantry detachments. It is not permanently attached to any single formation but is deployed as needed to move detachments around the battlefield or to form a mobile strike force.

Each Guard Battalion receives a free Transport Pool. Infantry in Kataphract Battalions always have Rhinos as transport, so Kataphract Battalions don't get Transport Pools. The Transport Pool can be used in any game in which a detachment from the battalion is used, and doesn't cost any points. It allows you to mount any two infantry detachments from the battalion in Rhinos. The number of Rhinos a detachment receives is equal to the number of stands in the detachment divided by 2, rounding up.

A Transport Pool can be replaced with a **Tunneller Pool** at a cost of 250 points. A Tunneller Pool allows up to two detachments from the battalion to be mounted in Imperial Moles or Termites at the start of the game - the whole detachment must be mounted in either Moles or Termites, not a mix of the two. The number of tunnellers a detachment receives is equal to the number of stands divided by 2 for Termites or 4 for Moles, rounded up.

MECHANISED DETACHMENTS

Mechanised Detachments are always mounted in Rhinos. The cost of the Rhinos is included in the battle rating on the detachment counter. On the battlefield, the Rhinos are treated as a separate detachment, even though they're not shown by a detachment counter on the army list, and follow all the normal rules for mounting infantry in vehicles.



Kevin Walker

REGIMENTAL HQ VEHICLES

Just as the Battalion HQ controls the actions of the battalion it commands, the **Regimental HQ** directs the whole regiment's actions, setting objectives, controlling support fire, processing battle reports and issuing orders to its Battalion HQs.

A Regimental HQ is represented by a single Baneblade at no points cost and may be fielded in any battle where at least one regimental support detachment is used. The Regimental HQ is treated as a single-vehicle detachment, apart from the following rules:

1. In the orders phase a Regimental HQ can take command of up to three detachments that are within 96cm of the HQ and have lost all their Command Stands. These detachments count as having a Command Stand for that turn and do not have to take a morale check.
2. A Regimental HQ may be used as an observer for indirect fire. In addition, all units from the regiment receive a +1 modifier to their dice roll when checking to see if support fire is available as long as the Regimental HQ is operational.
3. Enemy units are allowed to attack Regimental HQs using the normal rules - not only if it is the closest available target. Unlike Battalion HQs, a Regimental HQ stands out as an obvious target.

THE BATTLEFORCE

During the Horus Heresy, it's rare for either side to deploy forces composed entirely of the Imperial Guard. Instead, **battleforces** are created with battalions and regiments of Imperial Guard, Marines, Squats, Titans and so forth. A battleforce usually stays together for a single campaign - for example, the relief of a besieged world or the conquest of a rebel continent. Sometimes the battleforce might exist for a few weeks of savage fighting, sometimes for years of constant campaigning from planet to planet. After that, the regiments and battalions may be reassigned to other battleforces according to necessity and the availability of troops.

When you arrange to play a game of Space Marine, you should take along one or more regimental templates. These form your battleforce and you can only pick the detachments you're going to use from them. You and your opponent should agree in advance to the number of regiments allowed in the battleforce.

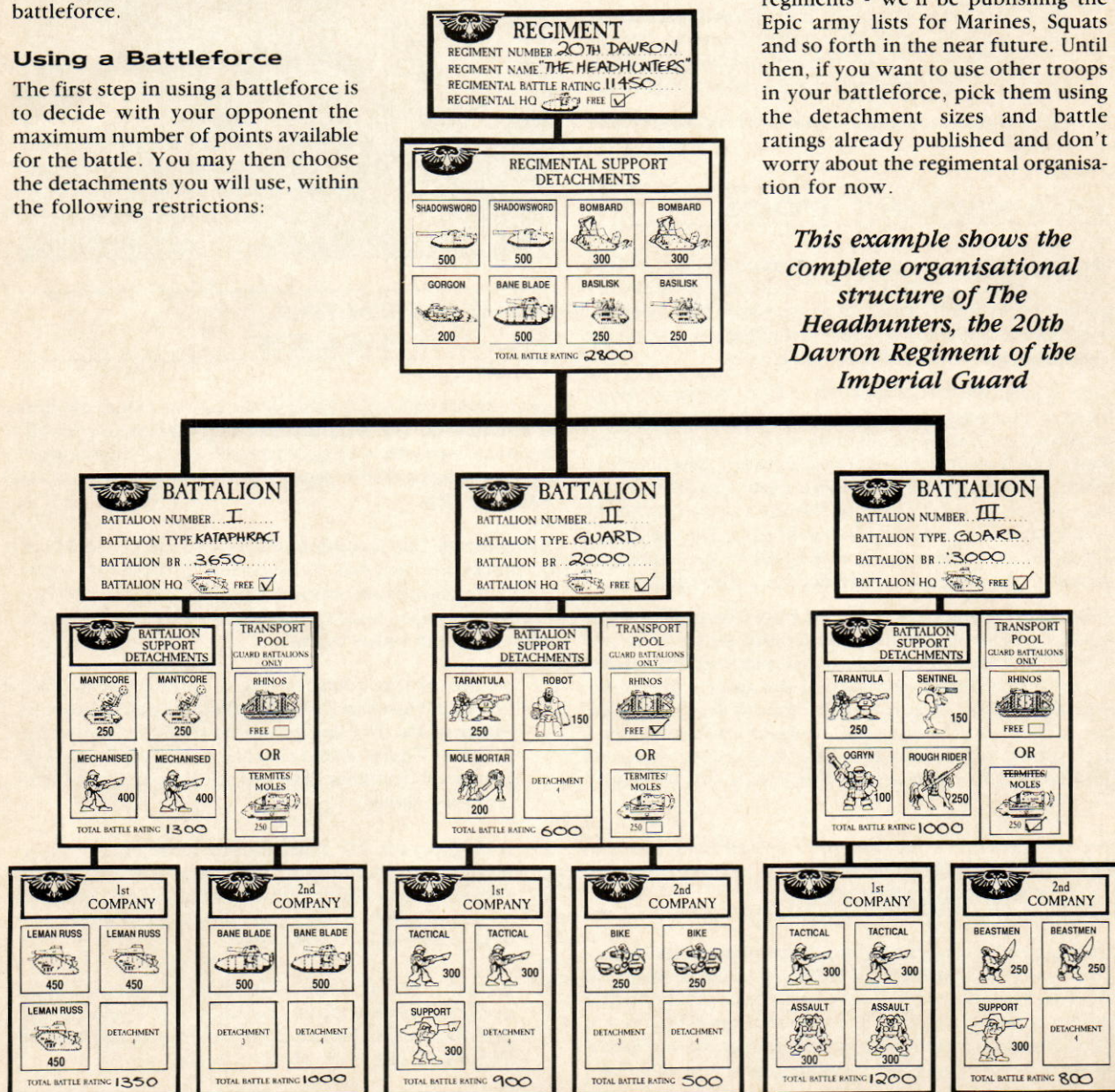
Using a Battleforce

The first step in using a battleforce is to decide with your opponent the maximum number of points available for the battle. You may then choose the detachments you will use, within the following restrictions:

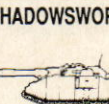
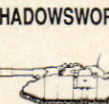
1. Pick one of your regiments as the main attack formation - this is the unit providing the core troops for this assault. You may use any of the battalions or regimental detachments from the main attack formation.
2. You may also pick one or more battalions from any other regiments in the battleforce.
3. When you pick a battalion, you may either use it in full (ie use every detachment in the battalion) or use one full company from the battalion plus one battalion level detachment.
4. You may spend up to 25% of your points to purchase support counters (see the *Space Marine* rulebook).
5. You may spend any or all of your points to purchase Titans. If you are already using the campaign rules in *Codex Titanicus* and running a Titan Order, you can use it to create a fully combined battleforce.

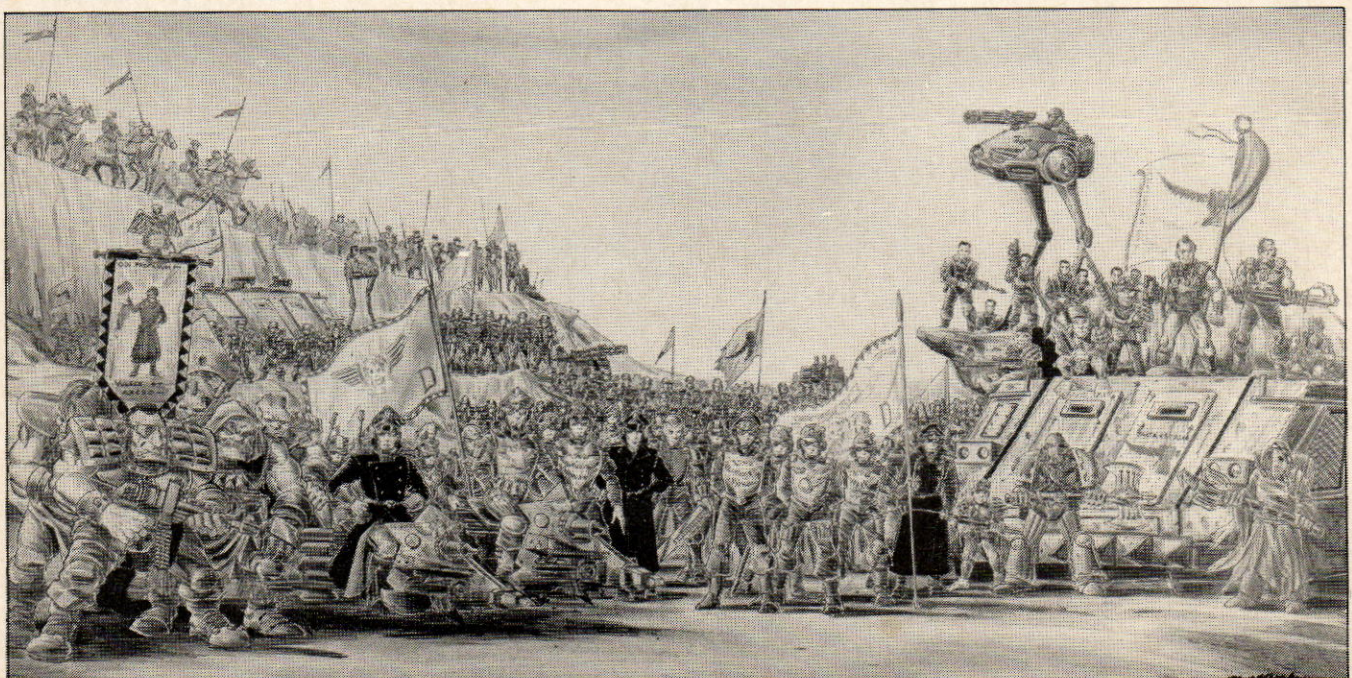
For the moment, you're restricted to using Imperial Guard regiments - we'll be publishing the Epic army lists for Marines, Squats and so forth in the near future. Until then, if you want to use other troops in your battleforce, pick them using the detachment sizes and battle ratings already published and don't worry about the regimental organisation for now.

This example shows the complete organisational structure of The Headhunters, the 20th Davron Regiment of the Imperial Guard



Imperial Guard Detachment Counters

TACTICAL  300	TACTICAL  300	TACTICAL  300	TACTICAL  300	TACTICAL  300	TACTICAL  300	ASSAULT  300	ASSAULT  300	ASSAULT  300
ASSAULT  300	MECHANISED  400	MECHANISED  400	SUPPORT  300	SUPPORT  300	SUPPORT  300	SUPPORT  300	BIKE  250	BIKE  250
BIKE  250	BIKE  250	BIKE  250	BIKE  250	ROUGH RIDER  250	ROUGH RIDER  250	ROUGH RIDER  250	ROUGH RIDER  250	ROUGH RIDER  250
ROUGH RIDER  250	OGRYN  100	OGRYN  100	BEASTMEN  250	BEASTMEN  250	RATLING  100	RATLING  100	ROBOT  150	ROBOT  150
SENTINEL  150	SENTINEL  150	SHADOWSWORD  500	SHADOWSWORD  500	GORGON  200	GORGON  200	GORGON  200	GORGON  200	MANTICORE  250
MANTICORE  250	MANTICORE  250	MANTICORE  250	BOMBARD  300	BOMBARD  300	BASILISK  250	BASILISK  250	BASILISK  250	BASILISK  250
BOMBARD  300	BOMBARD  300	BANE BLADE  500	BANE BLADE  500	LEMAN RUSS  450	LEMAN RUSS  450	LEMAN RUSS  450	LEMAN RUSS  450	LEMAN RUSS  450
LEMAN RUSS  450	TARANTULA  250	TARANTULA  250	RAPIER  200	RAPIER  200	THUDD GUN  200	THUDD GUN  200	MOLE MORTAR  200	MOLE MORTAR  200



1st COMPANY

DETACHMENT 1	DETACHMENT 2
DETACHMENT 3	DETACHMENT 4

TOTAL BATTLE RATING

2nd COMPANY

DETACHMENT 1	DETACHMENT 2
DETACHMENT 3	DETACHMENT 4

TOTAL BATTLE RATING

BATTALION

BATTALION NUMBER.....

BATTALION TYPE.....

BATTALION BR.....

BATTALION HQ FREE ☐

BATTALION SUPPORT DETACHMENTS

DETACHMENT 1	DETACHMENT 2
DETACHMENT 3	DETACHMENT 4

TOTAL BATTLE RATING

TRANSPORT POOL
GUARD BATTALIONS ONLY

RHINOS FREE ☐

OR

TERMITES/ MOLES 250 ☐

**Photocopy the counters
and templates
on these pages and
glue them onto thin card
before cutting them out**

REGIMENT

REGIMENT NUMBER.....

REGIMENT NAME.....

REGIMENTAL BATTLE RATING.....

REGIMENTAL HQ FREE ☐

REGIMENTAL SUPPORT DETACHMENTS

DETACHMENT 1	DETACHMENT 2	DETACHMENT 3	DETACHMENT 4
DETACHMENT 5	DETACHMENT 6	DETACHMENT 7	DETACHMENT 8

TOTAL BATTLE RATING

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IMPERIAL GUARD ARMY LIST

REGIMENTAL DETACHMENTS

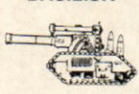
ANY NUMBER OF ARTILLERY DETACHMENTS

MANTICORE



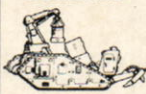
250

BASILISK



250

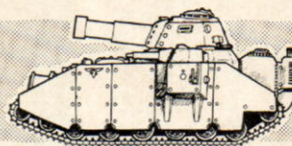
BOMBARD



300

Each Artillery Detachment contains 3 vehicles.

1 REGIMENTAL HQ



The Regimental HQ is 1 Baneblade which is available at no points cost.

ANY NUMBER OF ARMoured SUPPORT DETACHMENTS

GORGON



200

Each Armoured Support Detachment contains 3 Gorgons.

ANY NUMBER OF HEAVY ARMoured DETACHMENTS

SHADOWSWORD



500

BANE BLADE



500

Each Heavy Armoured Detachment contains 2 vehicles.

GUARD BATTALIONS

COMPANY DETACHMENTS

2-6 TACTICAL DETACHMENTS

TACTICAL



300

Each Tactical Detachment contains 8 Tactical Stands and 1 Command Stand.

0-4 ASSAULT DETACHMENTS

ASSAULT



300

Each Assault Detachment contains 5 Assault Stands and 1 Assault Command Stand.

0-2 SUPPORT DETACHMENTS

SUPPORT



300

Each Support Detachment contains 4 Support Stands and 1 Command Stand.

0-4 MOUNTED DETACHMENTS

BIKE



250

ROUGH RIDER



250

Bikes and Rough Riders are fielded in their own companies - ie a company of only Bike Detachments or only Rough Rider Detachments. Each Rough Rider Detachment contains 3 Rough Rider Stands and 1 Rough Rider Command Stand. Each Bike Detachment contains 3 Bike Stands and 1 Bike Command Stand.

0-2 BEASTMAN DETACHMENTS

BEASTMEN

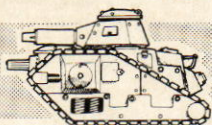


250

Each Beastman Detachment contains 6 Beastman Stands and 1 Command Stand.

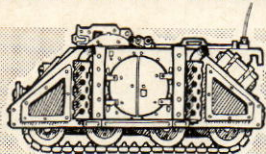
BATTALION DETACHMENTS

1 BATTALION HQ



The Battalion HQ is 1 Leman Russ which is available at no points cost.

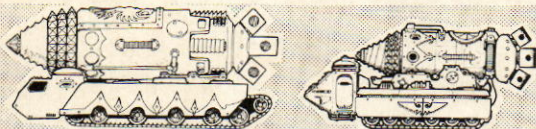
TRANSPORT POOL



The battalion Transport Pool contains enough Rhinos to mount any 2 infantry detachments (the number of Rhinos required to carry a detachment equals the number of stands in the detachment, divided by two and rounded up) - the Rhinos are available at no points cost.

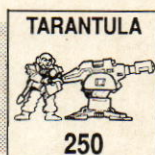
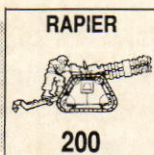
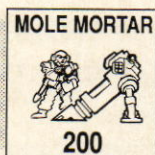
Alternatively, the Transport Pool can be replaced by a Tunneller Pool:

TUNNELLER POOL



The Tunneller Pool contains enough Imperial Moles or Termites to mount 2 infantry detachments at a cost of 250 points for the whole pool.

0-2 SUPPORT WEAPON DETACHMENTS



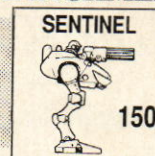
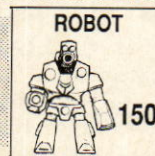
Each Support Weapon Detachment contains 5 support weapons.

0-2 SCOUT DETACHMENTS



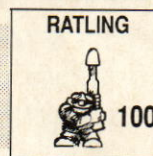
Each Rough Rider Detachment contains 3 Rough Rider Stands and 1 Rough Rider Command Stand. Each Bike Detachment contains 3 Bike Stands and 1 Bike Command Stand.

0-2 WALKER DETACHMENTS



Each Walker Detachment contains 5 Walkers.

0-2 RATLING MARKSMEN DETACHMENTS



Each Ratling Marksmen Detachment contains 4 Ratling Stands.

0-2 OGRYN DETACHMENTS



Each Ogryn Detachment contains 2 Ogryn Stands.

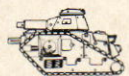


KATAPHRACT BATTALIONS

COMPANY DETACHMENTS

2-6 ARMoured DETACHMENTS

LEMAN RUSS

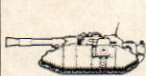


450

Each Armoured Detachment contains 3 Leman Russ.

0-2 HEAVY ARMoured DETACHMENTS

SHADOWSWORD



500

BANE BLADE



500

Each Heavy Armoured Detachment contains 2 vehicles.

0-2 ARTILLERY DETACHMENTS

BOMBARD



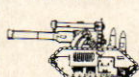
300

MANTICORE



250

BASILISK

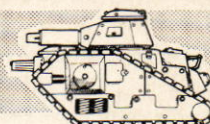


250

Each Artillery Detachment contains 3 vehicles.

BATTALION DETACHMENTS

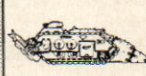
1 BATTALION HQ



The Battalion HQ is 1 Leman Russ which is available at no points cost.

0-4 ARMoured SUPPORT DETACHMENTS

GORGON



200

Each Armoured Support Detachment contains 3 Gorgons.

0-2 MECHANISED DETACHMENTS

MECHANISED



400

Each Mechanised Detachment contains 7 Tactical Stands, 1 Command Stand and 4 Rhinos.

0-2 ARTILLERY DETACHMENTS

BOMBARD



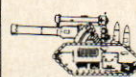
300

MANTICORE



250

BASILISK



250

Each Artillery Detachment contains 3 vehicles.

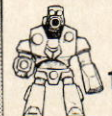
0-2 WALKER DETACHMENTS

SENTINEL



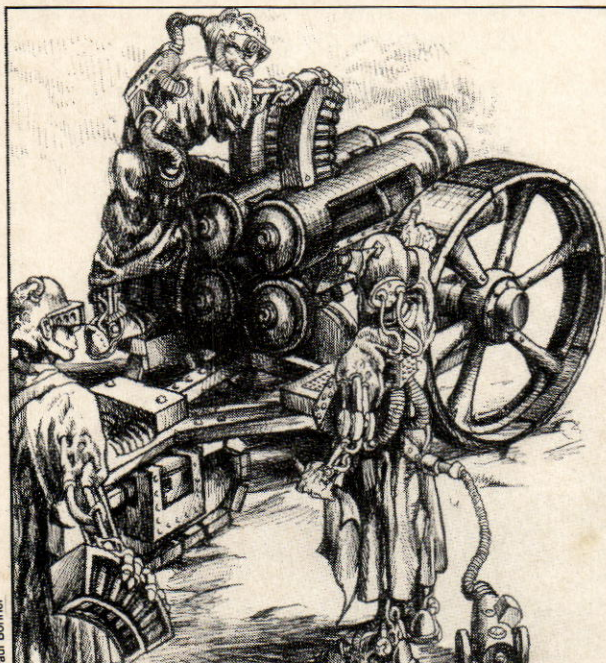
150

ROBOT



150

Each Walker Detachment contains 5 Walkers.



"Where is the fire support?" demanded Commander Kenzo. He glared around the inside of the Leman Russ as if expecting the others to provide the answer the comm-net could not.

"It was scheduled for two hours after dawn, noble Commander," Captain Tadaka offered tentatively.

Kenzo shook his head angrily, wishing that Regimental HQ had sent him a battery of Bombards instead of the detachment of Leman Russ tanks. The Rebel position was heavily fortified, the Heretics well dug in. The area around Breach Hill had been cleared, turning the open dust plain into a killing ground. They needed artillery support.

Kenzo gazed down into the holo-tank, studying the symbols that represented his force: Mechanised Detachments of Guardsmen in Rhinos, Leman Russ tanks, Bikes, Sentinels and airborne Assault Squads. The situation looked bad. He had been assigned to capture the Breach Hill emplacements before noon, securing the left flank of the main Loyalist thrust through Arida Gap.

If the big guns within the fort were not silenced, the whole breakout from Rogsburg could grind to a halt and the rebels might airlift in enough forces to mount a counter-offensive. It was absolutely essential that the Rebel position be taken and the responsibility was his.

He cursed the technicians at Headquarters for not being able to counter the Rebel static. He was reduced now to only local communications. He drummed his fingers against the ceramite top of the table and fretted about what he should do.

Not for the first time he wished he were back in the cherry garden of his ancestral castle on Kasawa. He longed for the

blue sky of home, and hated the reddish yellow clouds that boiled over this dry world. He was convinced Tallarn was hell.

He pushed such thoughts aside as being unworthy. He was a warrior, of a hundred generations of warriors. His ancestors watched him, judging his loyalty to the Emperor. He touched the hilt of his honour blade and when he spoke his voice was firm and resonant with authority.

"We'll just have to take the place without artillery support."

"That would be suicide," muttered Tadaki.

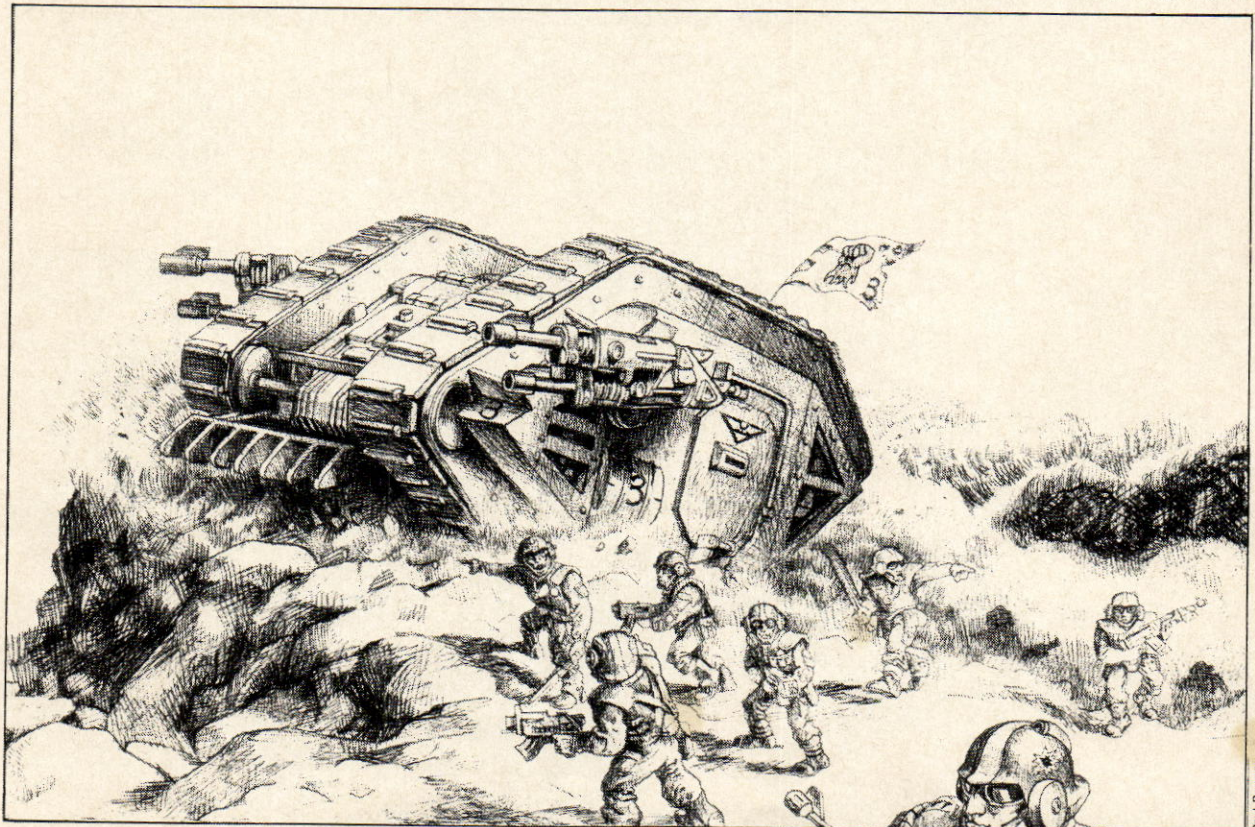
"Nonetheless we must do it. Our comrades are relying on us." He glanced at the Captain. The man's face was a bland yellow mask. Tadaki knew as well as he did that they were obliged to perform the task or die in the attempt. Anything else would be dishonourable. Kenzo touched the crimson sun upon the breast of his tunic then bowed.

"You are correct, noble Commander. Forgive my momentary weakness. I personally will lead the assault."

Kenzo smiled. "Your presence is required here. Give the order to attack."

Kenzo popped his head through the hatch and watched the Fifth Battalion of the Crimson Suns begin the assault. Bike engines roared to life. Sentinels loped forward, guns blazing. The Leman Russ tanks left dust plumes in their wake. Goggles down to protect their eyes, Guardsmen sprinted after them.

"For the Emperor," they cried. Then the Rebels opened fire and the killing began.



Paul Bonner

SPACE MARINE™

EPIC SPACE MARINES

HOW TO DESIGN MARINE REGIMENTS IN THE HORUS HERESY

BY ANDY CHAMBERS

The Legiones Astartes or Space Marines are the Emperor's elite fighting force. Marines are tougher, faster, stronger, more disciplined and more zealous than any other warriors in the Imperium. Only once have Marines ever betrayed the Emperor's trust when, to their eternal shame, fully half the Legiones Astartes pledged their loyalty to Warmaster Horus and plunged Humanity into the bloodiest civil war of all time - the Horus Heresy.

Within the Space Marines, the largest organization is the **chapter**. Each chapter includes enough men and material to form a complete field army including support troops, transport elements and Techmarines to allow the chapter to fight as a completely self-sufficient force. During the Horus Heresy, Space Marine chapters are of much greater size than those formed afterwards out of their shattered remnants. The chapters fighting the Heresy contain tens of thousands of Marines. Many of the most famous Marine chapters took part in the Heresy: chapters such as the Dark Angels, Space Wolves, Ultramarines and Blood Angels on the Loyalist side, and the World Eaters, Thousand Sons, Death Guard, Emperor's Children and Sons of Horus on the Traitor side.

In each chapter, Marines are formed into **regiments**. A regiment acts as a flexible battlefield organization capable of independently undertaking most tasks but more often forming part of a mixed battleforce for major campaigns. At the time of the Heresy, a Marine chapter contains up to twenty regiments often including specialized regiments such as drop and assault regiments to undertake planetary assaults or close assault regiments for clearing heavily-defended positions and fortified cities.

Each Marine regiment is organized according to the precepts laid down by the *Codex Imperialis*, the ancient tomes that are housed within a great library in the Emperor's Palace on Terra and which define the battle order for the Space Marines. The *Codex Imperialis* states that each regiment contains three battalions and that each battalion contains three companies, with special additional forces at battalion and regimental level. Although the type of Marines, their armament and their vehicles varies from chapter to chapter, this basic level of organization remains the same throughout the Legiones Astartes.

Marines are often fielded as one or more **battalions**. The battalion is a large enough force to give its commander a range of troop options with additional support at the battalion level, but small enough to act as a fast-moving, hard-hitting spearhead, employing the Marines' classic tactics of surprise attack to crush key defensive points and bring the enemy swiftly to its knees.

Within each battalion, there are three **companies**. The company is the basic battlefield group and individual companies often have quite specific roles to play, being assigned tactical objectives within the commander's overall battle strategy. Many companies specialize in a single type of equipment, for example Terminator companies, bike companies, recon companies all mounted on Land Speeders, and so forth. Other companies contain a range of equipment to allow a flexible response. Each regiment contains a mix of specialist and flexible companies within its three battalions.

This Marine army list enables you to create a Marine regiment from the time of the Horus Heresy. The actual regiment is uniquely designed and tailored by you: you decide exactly how the regiment is to be organized and equipped. Once designed your Marine regiment can be fully integrated into a complete battleforce of Titans, Imperial Guard and allied Squat forces for Epic battles. The **battleforce** is an army that has been assembled to fight a specific campaign, from battling for control of one continent to invading and subduing a whole star system. The battleforce you choose is your campaign army from which you can pick smaller forces to fight each game. You take the role of the battleforce commander in assembling the troops and weaponry you need and then in deciding what part of your total force you will field in each confrontation with the enemy.

USING THE MARINE ARMY LIST

Organization Templates

An organization template is a representation of the battle order of a Marine chapter. It's a good idea to take a look at the templates now, and keep referring to them as you read through what follows. When you come to design a regiment, you'll want to photocopy the templates for your own personal use. Make several copies so that you can design several different regiments - you'll need to have three battalion templates for each regimental template.

Each space on the template represents a single detachment, which can be infantry, vehicles, artillery or whatever. The numbers and types of detachment available to the Marines are described later in the *Space Marine Army List*.

A regiment is made up of three basic parts: a regimental template at the top, three battalion templates in the middle, three under each of the battalion templates. Later in the article, you'll find an example of a fully-worked-out regiment - take a look at this now so you can see how the different templates fit together.

The **regimental template** is a block of six detachment boxes plus the regimental transport pool topped by a regimental HQ box. These regimental level detachments are available for assignment to different battalions according to their tactical needs (see the *Special Rules* for details).

REGIMENTAL TEMPLATE

Shoulder Pad: draw the symbol that identifies your chapter here. If you've invented your own Marine chapter, you'll want to make up a badge that you can also paint onto the regiment's banners and vehicles, so keep it fairly simple.

Chapter: write the name of your Marine chapter here.

Regimental Number: all regiments have a number, usually from 1 to 20 (or I to XX). If you give the regiment a name, you can write that in here as well.

REGIMENT	
CHAPTER	
REGIMENT NUMBER	
REGIMENTAL BATTLE RATING	
REGIMENTAL HQ  BR 100	☐



REGIMENTAL SUPPORT DETACHMENTS

Regimental Battle Rating: the total BR of every detachment in the regiment, including transport pools and the regimental HQ if these options are taken.

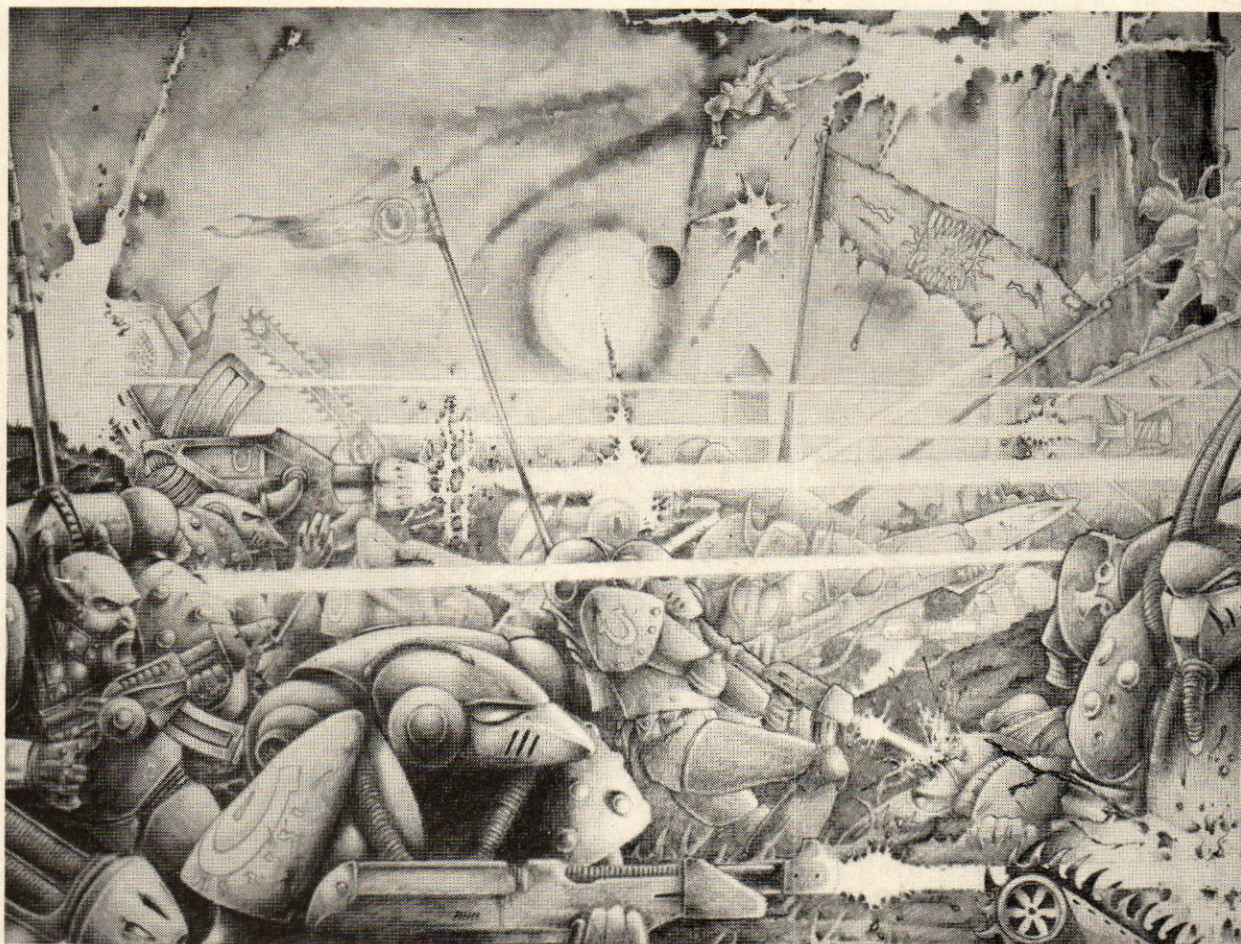
Regimental HQ: tick this box if you want to include the regimental commander and his personal Terminator bodyguard.

Regimental Support Detachments: you can place a detachment counter in each of the six boxes. You don't have to fill all six boxes if you don't want to.

REGIMENTAL SUPPORT DETACHMENTS		
DETACHMENT 1	DETACHMENT 2	DETACHMENT 3
DETACHMENT 4	DETACHMENT 5	DETACHMENT 6
REGIMENTAL TRANSPORT POOL		
LAND RAIDER BR 600  NUMBER	BR	
RHINOS BR 100  NUMBER	BR	
TOTAL BATTLE RATING		

Regimental Transport Pool: you can choose to transport infantry at regimental level in Land Raiders or Rhinos. See the battalion transport pool for more details.

Total Battle Rating: add up the total battle ratings for all the detachments you've chosen, plus the total BRs for vehicles in the transport pool.



Adrian Smith

The **battalion template** is made up of the battalion HQ box and the battalion level detachments plus battalion transport pool at the top, with three **company templates**, each of three detachments, underneath.

You'll notice that the Marine templates are arranged differently from the Imperial Guard templates we published previously, with a larger number of smaller groups. This arrangement gives the Marines much greater flexibility in the field.

A fuller explanation of how to use the templates is given later. For now, simply remember that the regiment is made up in pyramid fashion with three companies in a battalion and three battalions in a regiment. Unlike the Imperial Guard, the Marines adhere strictly to this regimental structure regarding it as an article of faith to maintain the precepts laid down in the Codex Imperialis. Because of this, additional battalions may not be added onto the regimental template and additional companies can't be added to the battalion templates.

Detachment Counters

Later in this article you'll find a page of counters. Photocopy these, stick them onto a sheet of stiff card, and then cut them out. You can photocopy the counters as often as you like for your own personal use - depending on what forces you choose to include, you'll probably have to make two or three copies of the counters to fill out all of a regimental template.

Each counter represents a detachment of vehicles or infantry stands. The counters have an illustration of the unit type in the detachment and a number which tells you the battle rating of the whole detachment. The army list describes how many infantry stands or vehicles are in each detachment.

Filling the Organization Templates

The Marine organization templates are filled out by placing detachment counters in the boxes on the template. Unlike the Imperial Guard, the Marine army list does not break down the detachments into company, battalion and regimental level detachments. The limits given in the army list are for the regiment as a whole and the detachments may be placed in any detachment box at any level in the regiment. The detachments chosen must all be from the Marine army list and the maximum limits noted for the whole regiment must be adhered to.

You can either design your regiment from the top down, starting at the regimental level and working down to companies, or from the bottom up, starting with the companies and filling in the regimental level boxes last. Until you're used to designing a regiment, it's probably best to work up from the company level - this way, you design your basic front line formations first and then decide what additional forces you need to add at battalion and regimental level to fill any gaps.

The first company of the first battalion in the regiment traditionally contains the regiment's finest warriors. To reflect this you may upgrade the whole company to elite status by adding an extra 25% to the battle rating of the company. See the *Space Marine* rulebook for an explanation of the benefits of being elite (note that rule 5 is ignored for all elite Marine detachments, and rules 1 and 4 are ignored for elite vehicle detachments).

When you are happy with the arrangement of detachments in the regiment, add up the battle ratings of all the detachments and record the total values in the spaces provided. Then either secure the counters in place and photocopy the template to get a permanent record, or make a written copy onto a blank template.

BATTALION HQ

Battalion Number: there are three battalions in a regiment, so this will be *1st*, *2nd* or *3rd*. As well as official numbers, battalions are often given individual names - if you name a battalion, you can write its name in after the number.

Battalion Battle Rating: the total BR of all the detachments in the battalion. Simply add up the BRs of the three companies and the battalion support detachments.

Battalion HQ: if you take the option of a battalion HQ, tick this box - the HQ is free.

BATTALION AND COMPANY TEMPLATES

COMPANY DETACHMENTS

Company Detachments: choose three detachments for each company and place the appropriate counters in these boxes. Unlike battalion and regimental support, you've got to choose three detachments for each company - these are the backbone of every Marine regiment and are the minimum forces you must include.

BATTALION BATTALION NUMBER BATTALION BATTLE RATING BATTALION HQ ☐ FREE ☐		
BATTALION SUPPORT DETACHMENTS DETACHMENT 1 DETACHMENT 2 DETACHMENT 3 BATTALION TRANSPORT POOL LAND RAIDER BR 600 NUMBER BR RHINOS BR 100 NUMBER BR TOTAL BATTLE RATING		
1st COMPANY DETACHMENT 1 DETACHMENT 2 DETACHMENT 3 TOTAL BATTLE RATING	2nd COMPANY DETACHMENT 1 DETACHMENT 2 DETACHMENT 3 TOTAL BATTLE RATING	3rd COMPANY DETACHMENT 1 DETACHMENT 2 DETACHMENT 3 TOTAL BATTLE RATING

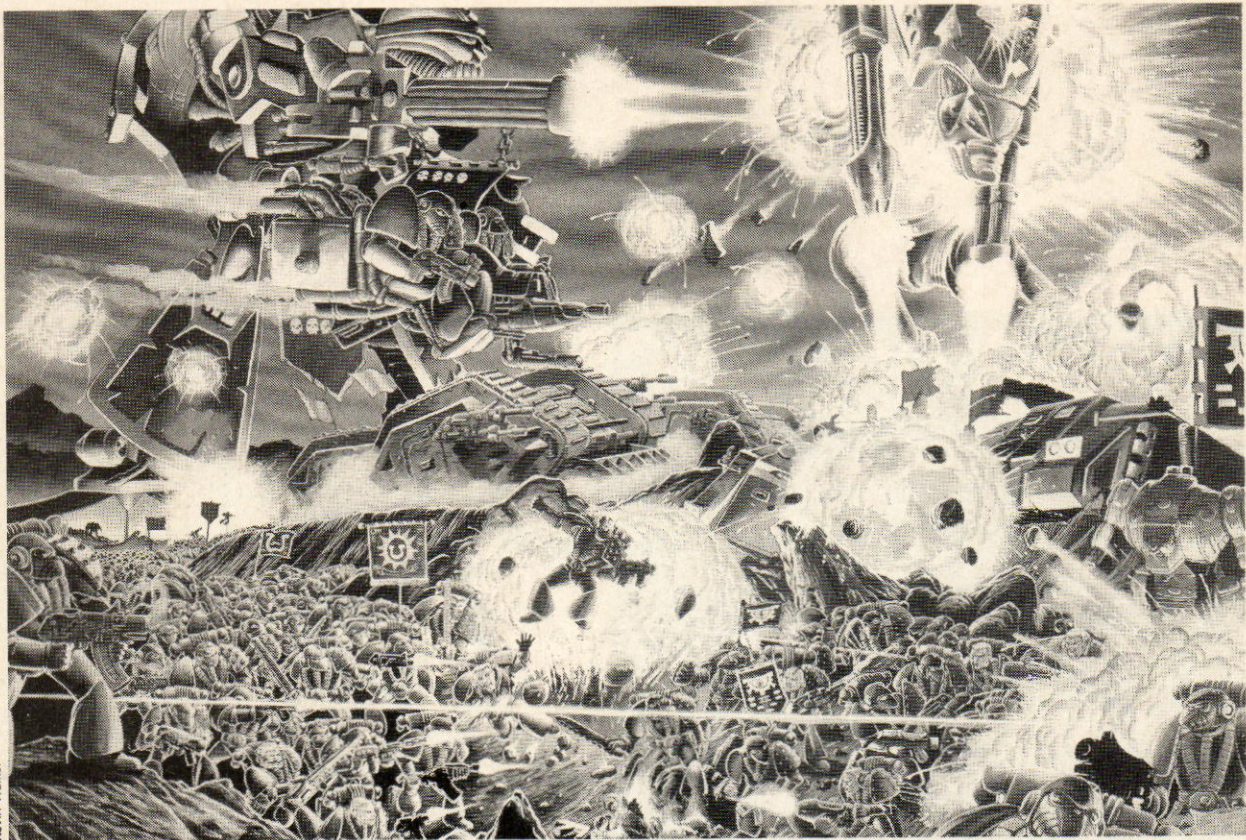
BATTALION SUPPORT DETACHMENTS

Battalion Support Detachments: you can choose up to three detachment counters as battalion support - you don't have to fill all three boxes if you don't want to.

Battalion Transport Pool: the pool supplies Land Raiders and Rhinos to transport infantry detachments from any of the three companies or the battalion support forces. Each detachment in the pool contains enough vehicles to transport one infantry detachment. You can have as many detachments in the transport pool as you want, provided there's enough infantry to go in the vehicles (ie you can't buy them separately from infantry detachments, although the infantry don't have to ride in them on the battlefield). Write the number of each type of detachment you've chosen after *Number*, then multiply this by the appropriate BR (600 for Land Raiders, 100 for Rhinos) and write the total in the *BR* space. You don't have to decide which infantry detachments get which vehicles until the battle itself.

Total Battle Rating: add up the BRs for battalion level detachments plus vehicles in the transport pool and write the total in here - don't include the company battle ratings.

Total Battle Rating: add up the BRs on the three detachment counters and write the total in here - this is the cost of the company. If any of the detachments are infantry riding in vehicles from the transport pool, make sure you don't add the vehicle BRs on as well, otherwise you'll end up paying for them twice!



Kevin Walker

THE BATTLEFORCE

Your battleforce can contain one or more Marine regiments, plus other forces such as Titans, Imperial Guard regiments, Squat brotherhoods and so forth. Whenever you play a game of Space Marine, you can choose the troops you'll use from your battleforce. It's a good idea to decide in advance with your opponent how big a battleforce can be. Remember, however, that the size of the battleforce only affects how much choice of troops and organisation you get regardless of the battle rating of the force you finally play with.

You can have as many Marine regiments in your battleforce as you want. They can come from different chapters, or all from the same chapter - it's up to you. You can also have as many regiments, or similar formations, of other troops as you want, such as Imperial Guard, Squats etc. These forces are the troops chosen by the Adeptus Terra to fight in a particular campaign - sometimes a battleforce may only be a single regiment plus a few allies, at other times it's dozens of regiments of different troop types fighting together as part of a major action (such as conquering a whole planet or solar system). The size of your battleforce is up to you; the more regiments you design, the greater choice you'll have when you make up a battleforce.

Main Battle Formation

Before a battle, one of the regiments in the battleforce is chosen as the **main battle formation**. These are the troops which undertake the brunt of the fighting, although they may be supported by various allied troops. The regiment that is the main battle formation can call on all of its resources for the battle. Any regiment in the battleforce can be chosen as the main battle formation (a Marine regiment, a Guard regiment, a Squat brotherhood etc).

Allied battalions may be used freely to support the main battle formation but their regimental level detachments may not be used - they are not committing their full resources to the battle, holding troops in reserve for use in other battles later in the campaign.

Marines may be in a battleforce with Imperial Guard, Squats and Titans. Loyalist battleforces can include Eldar if fighting Traitors or Chaos, and Traitors can include Orks.

Using the Battleforce

Firstly, you must agree with your opponent how many points of battle rating to use for the battle. Then select your forces from any of those available in the battleforce. Marines are subject to the following restrictions:

1. Individual Marine companies may be used freely. One detachment from battalion level may be chosen for each company fielded. Marine battalions may, of course, be used in full.
2. If no other detachments from a Marine battalion are being used, up to two detachments may be used from any part of the battalion without restrictions.
3. As long as at least three battalion level detachments are being used and the Marine regiment is acting as the main attack formation, any or all of the regimental level detachments may be fielded.
4. You may spend up to 25% of your points on purchasing support counters (see *Space Marine*).
5. Any of your points may be spent on other troops in the battleforce. Only the regiment that is the main battle formation can use its regimental level detachments. The special rules for choosing other troops are included in their own army lists.

SPECIAL RULES

The Legiones Astartes contain some specialized forces unavailable to other troop types: Terminators, recon detachments and drop pod detachments. The special rules for these detachments are detailed below.

Also, the Marine army list contains a number of organizations similar to those used by the Imperial Guard such as battalion and regimental HQs and transport pools. The superior equipment available to Marines makes it necessary to redefine these organizations for Marines.

Where no special rules are given, Marine forces follows the normal rules in *Space Marine* and *Codex Titanicus*.

Marine Battalion HQ

Marine battalion HQs despatch the overall commands sent down from the regimental HQ to the Marines in the field. Frequently, the battalion commander will take over control of leaderless detachments during battles via comm-link to direct their efforts efficiently. The battalion HQ also carries long-range communications equipment to call up support from distant batteries or orbiting ships.

Each Marine battalion has its own battalion HQ. Provided at least three detachments from any part of the battalion are in play, the battalion HQ may be included at no extra points cost.

Battalion HQs are represented on the table by three detachments:

Battalion Commander: The first detachment comprises the battalion commander and two elite assault stands (see the rules on elite detachments in *Space Marine*). The commander must be designated as attached to one of the two assault stands. Should the commanders' stand be destroyed, the battalion commander is also lost (the commander's special functions listed below are no longer available to the battalion).

Land Raider: The second detachment consists of a single Land Raider to transport the commander's detachment.

Recon: The third detachment is a reconnaissance detachment comprising two Land Speeders. See later for the special rules on recon detachments.

The commander's detachment, the Land Raider and the recon detachment may act completely independently of each other. The detachments act as normal detachments apart from the following special rules:

1. Enemy units may only attack an HQ detachment if it is the closest available target. In the heat of battle it would be virtually impossible to single out the battalion HQ amongst the other troops on the field.
2. In the orders phase a battalion commander can take command of up to two detachments in his battalion that are within 48cm and have lost all of their command stands. This means the detachments count as having a command stand for that turn and therefore do not need to take a morale check and may be ordered normally.
3. The battalion commander may act as an observer for indirect fire (see later for recon detachments as observers).
4. All the battalion HQ detachments receive +1 on the dice roll for support requests while the battalion commander is still alive.

Marine Regimental HQ

The regimental HQ acts to control and co-ordinate the actions of the entire regiment. Frequently the regimental commander and his personal bodyguard of Terminators will leave the rear area and advance or teleport into the thick of battle to inspire his Marines, leaving his subordinates to co-ordinate the regiment.

If the Marine regiment is acting as the main attack formation in a battleforce, the regimental commander and his bodyguard can be used on the tabletop. It is represented by a single Terminator stand with a BR of 100, known as the **regimental command stand**.

The following special rules apply to Marine regimental command stands:

1. The regimental command stand counts as a Terminator stand and it follows all the special rules for Terminators.
2. The regimental commander is revered by his troops with religious zeal and in his presence they will fight with the strength of righteousness. All Marines from his regiment within 24cm of the command stand gain +1 to their CAF and need not take morale tests for any reason.
3. Should the regimental command stand be destroyed, all Marine detachments from that regiment within 24cm must take a morale test in the following order phase. The results of the test apply for the following turn only.
4. If the regimental commander chooses to teleport onto the battlefield, add +3 to the 2D6 roll for deviation (this means the stand is never lost to teleporter malfunction) - see *Terminators* for details of teleporting. If you want, one detachment of Terminators from anywhere in the regiment may teleport on with the regimental command stand to take advantage of this +3 bonus.

Transport Pools

The transport pool is a permanent organization which is automatically included at battalion and regimental level to supply transportation for Marine infantry detachments. The transport pool allows the player to use enough Rhinos or Land Raiders to transport any or all of his Marine infantry detachments.

The Land Raiders detachments included in the army list are for use as tank hunters and for carrying assault and devastator detachments into battle. You will find using the transport pool for transporting assault and devastator detachments in Land Raiders is actually more expensive than purchasing them as separate detachments!

The number of vehicles a detachment receives is equal to the number of stands in the detachment divided by two, rounding up. If the infantry disembark, the vehicles may act as independent detachments and do not need to maintain formation with the Marines they carry.

The transport pool costs 100 points per detachment to be mounted in Rhinos and 600 points per detachment to be mounted in Land Raiders. Detachments drawn from the transport pool are never elite and the battalion or regimental HQs don't have to be used in order to use the transport pool.

Terminators

Terminators form an elite body within the regiment. They are the cream of the finest warriors the Imperium possesses, garbed in the finest armour the Adeptus Mechanicus is capable of manufacturing and armed with the best weapons available.

The following statistics apply to Terminator stands:

	Speed	Save	CAF	Weapons Basic Support		BR
Terminators	8/16	2+	+7	Storm Bolter	Multi-Launcher	175

Terminators are chosen only from veteran Marines who have fought and survived many battles. They are therefore subject to the following special rules:

1. They do not require command stands.
2. Their courage is unshakeable and they need never test morale.
3. Terminators are always elite. Note that the +2 CAF for elite troops has already been included in the statistics above.

The standard weapons carried by a Terminator stand in open battle are storm bolters plus one Cyclone multi-launcher as a support weapon:

Vs Infantry	Range		To Hit Roll		Save Mod
	Short	Long	Short	Long	
Storm Bolter	12cm	24cm	2+	4+	-1
Cyclone	72cm	-	5+(B)	-	-1
Vs Vehicles and Titans	Range		To Hit Roll		Critical Hit Roll
	Short	Long	Short	Long	
Cyclone	36cm	72cm	4+(b)	6+(B)	5+

Teleporting

Terminator detachments may teleport onto the battlefield during the game. Any detachments that are going to teleport should be kept off-table until used.

Detachments teleporting in are designated and moved in the order phase of any turn. The detachments count as on first fire orders on the turn they teleport.

To determine the arrival point of a teleporting detachment, place a 6cm template at the desired point of arrival then roll 2D6 and consult the following table:

Roll Result

- 2-4 **Malfunction!** There has been a problem with the teleporter and a number of stands in the detachment equal to the number on the dice have failed to arrive (for campaign purposes, stands are destroyed on a roll of 4 or more on one dice; roll separately for each stand). The remaining stands in the detachment arrive safely at the designated spot.

5-9

Deviation: All the stands arrive but they're not quite on target. The number rolled indicates how far in cm the teleport template has deviated from its target point (eg a roll of 8 means an 8cm deviation). Determine direction of deviation as normal. Once the arrival point has been found, the stands may deploy in any position on or touching the template (within normal detachment restrictions).

10+

On Target: The Terminators have arrived right on target. The template stays where it is and the stands deploy in any position on or touching the template.

You must roll separately for each detachment that teleports. If you want, one detachment may be accompanied by the regimental command stand, thereby gaining its +3 bonus to the teleporter malfunction roll.

Note that the teleporting Terminators may not appear inside buildings or vehicles; they may shoot and fight in close combat on the turn of arrival.

Terminators may also teleport out of a battle in the end phase of any turn if they are on first fire orders. There is no risk to teleporting out - simply remove the detachment from the table. Once they have left the table, the Terminators may not re-enter later in the battle.

Recon Detachments

Reconnaissance or recon detachments are used to scout enemy territory and positions, acting as outriders for the main force of Marines. Recon detachments are generally mounted on skimmers for increased mobility and carry superior communications and detection gear to seek out the enemy and report. The following special rules apply to recon detachments:

1. Recon detachments spot hidden troops at 24cm instead of the normal 12cm. They spot troops hidden in buildings at 6cm.
2. Recon detachments spot for indirect fire and may call up support counters using the rules in *Space Marine*. Unlike infantry commanders, recon detachments do not have to be on first fire orders to call up support. Support counters fired by recon detachments on orders other than first fire will deviate on a 5+. For a full explanation of off-table support see the *Space Marine* rulebook.

Because of their special reconnaissance skills, a recon detachment of 2 Land Speeders costs the same as a normal skimmer detachment of 5 Land Speeders.

Drop Pod Detachments

When a drop pod detachment is used it automatically supplies enough Assault Pods to drop two detachments. Deathwind and Support Pods are only available in specialized drop regiments (see the sample Space Wolves regimental organisation later for an example of a drop regiment).

The cost for drop pods doesn't include any Marines. The drop pod detachments are placed onto the template as usual and then you decide before each battle which Marines, chosen from elsewhere in the regiment, are going to be landed using them.

EPIC SPACE MARINE ARMY LIST

Each army list box has three sections:

Number Available: the main header tells you how many counters may be chosen from that box for the whole of a regiment. For example, *0-12 Armoured Detachments* means that the regiment can have from none to twelve armoured detachments which may be made up of any combination of Land Raider and Predator detachments - say 8 Land Raider and 4 Predator detachments.

Counters: under the number available is an example of the counters that represent the detachments allowed by this box. The counters give the detachment type and its battle rating and have an illustration that allows easy identification. Some boxes only contain one type of counter, for example the tactical detachment box. Others, such as the support weapons box, allow several different types of counter. If you want, you can place your actual card counters onto these spaces so that you can find them easily as you're building a regiment.

Units in Detachment: under each counter is a list of the number and type of stands or vehicles in the detachment. For example, the assault detachment lists 4 Assault Stands, 1 Commander - this tells you exactly what models you get on the tabletop whenever you field that detachment. You can't mix vehicles from different detachments even if they're in the same army list box. For example, an Ordinatus detachment can be either three Whirlwinds or three Vindicators; you can't have two Whirlwinds and one Vindicator, or two Vindicators and one Whirlwind in the detachment.

Special Boxes

The only boxes that don't follow this format are the regimental and battalion HQs and the transport pool - these have special sections on the templates and don't get their own counters. They're included in the army list for quick reference; you should check the *Special Rules* section to see when you can field these units.

REGIMENTAL HQ



1 REGIMENTAL COMMAND STAND
(BR: 100)

ANY NUMBER OF TACTICAL DETACHMENTS

TACTICAL



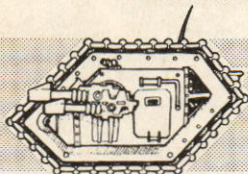
500

4 TACTICAL STANDS
4 SUPPORT STANDS
2 COMMANDERS

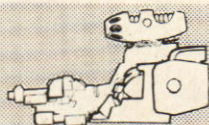
BATTALION HQ



2 ASSAULT STANDS
1 BATTALION COMMANDER



1 LAND RAIDER



2 LAND SPEEDERS

The battalion HQ contains all three of the above, at no points cost.

ANY NUMBER OF ASSAULT DETACHMENTS

ASSAULT



300

4 ASSAULT STANDS
1 COMMANDER

ANY NUMBER OF DEVASTATOR DETACHMENTS

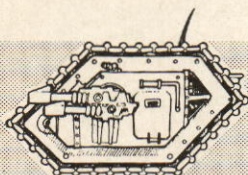
DEVASTATOR



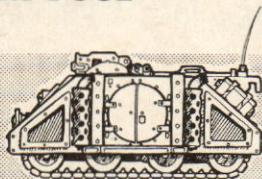
350

4 DEVASTATOR STANDS
1 COMMANDER

TRANSPORT POOL



1 LAND RAIDER PER
2 INFANTRY STANDS
(BR: 600 PER
DETACHMENT)



1 RHINO PER 2
INFANTRY STANDS
(BR: 100 PER
DETACHMENT)

The battle ratings are per detachment carried, not per vehicle.

0-12 TERMINATOR DETACHMENTS

TERMINATOR

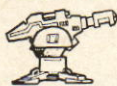


600

4 TERMINATOR STANDS

ANY NUMBER OF SUPPORT WEAPONS DETACHMENTS

TARANTULA



200

5 TARANTULAS

RAPIER



200

5 RAPIERS

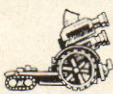
MOLE MORTAR



200

5 MOLE MORTARS

THUDD GUN



200

5 THUDD GUNS

ANY NUMBER OF BIKE DETACHMENTS

BIKE



100

5 BIKES

0-12 DREADNOUGHT DETACHMENTS

CONTEMPTOR



100

5 CONTEMPTOR
DREADNOUGHTS

DEREDEO



150

5 DEREDEO
DREADNOUGHTS

FURIBUNDUS



200

5 FURIBUNDUS
DREADNOUGHTS

0-9 ROBOT DETACHMENTS

ROBOT



150

5 CONQUEROR ROBOTS

ANY NUMBER OF SKIMMER DETACHMENTS

JET BIKE



150

5 JET BIKES

LAND SPEEDER

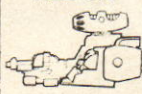


150

5 LAND SPEEDERS

0-4 RECON DETACHMENTS

RECON

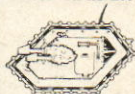


150

2 LAND SPEEDERS

0-12 ARMoured DETACHMENTS

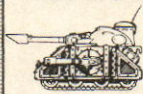
LAND RAIDER



400

2 LAND RAIDERS

PREDATOR



400

3 PREDATORS

0-12 ORDINATUS DETACHMENTS

WHIRLWIND



250

3 WHIRLWINDS

VINDICATOR



250

3 VINDICATORS

0-6 CAPITOL IMPERIALIS DETACHMENTS

CAPITOL IMPERIALIS



500

1 CAPITOL IMPERIALIS

0-6 DROP POD DETACHMENTS

DROP POD



500

1 ASSAULT POD PER 2 INFANTRY STANDS

Each drop pod detachment supplies enough pods to drop 2 infantry detachments - the cost covers all the pods needed for both detachments, but the Marines being dropped must be chosen and paid for separately.

EPIC SPACE MARINE TEMPLATES AND COUNTERS

COMPANY TEMPLATE

1st COMPANY

DETACHMENT 1

DETACHMENT 2

DETACHMENT 3

TOTAL BATTLE RATING

2nd COMPANY

DETACHMENT 1

DETACHMENT 2

DETACHMENT 3

TOTAL BATTLE RATING

3rd COMPANY

DETACHMENT 1

DETACHMENT 2

DETACHMENT 3

TOTAL BATTLE RATING

Photocopy these templates and counters to make up your Epic Space Marine regiments.

You'll need 3 copies of the company and battalion templates and 1 copy of the regimental template for each regiment. Stick these onto a large piece of paper in the same positions as shown by the sample army we picked.

Depending on what forces you choose, you'll probably need 2 or 3 copies of the counters to fill out a whole regimental template - photocopy these and stick them onto a sheet of stiff card before cutting them out.



REGIMENTAL TEMPLATE

REGIMENT

CHAPTER

REGIMENT NUMBER

REGIMENTAL BATTLE RATING

REGIMENTAL HQ  BR 100..... ☐

REGIMENTAL SUPPORT DETACHMENTS

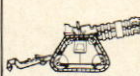
DETACHMENT 1	DETACHMENT 2	DETACHMENT 3
DETACHMENT 4	DETACHMENT 5	DETACHMENT 6

REGIMENTAL TRANSPORT POOL

LAND RAIDER (BR 600)  NUMBER.....BR.....

RHINOS (BR 100)  NUMBER.....BR.....

TOTAL BATTLE RATING

TACTICAL  500	TACTICAL  500	TACTICAL  500	TACTICAL  500	TACTICAL  500	TACTICAL  500	ASSAULT  300	ASSAULT  300	ASSAULT  300
ASSAULT  300	ASSAULT  300	ASSAULT  300	DEVASTATOR  350	DEVASTATOR  350	DEVASTATOR  350	DEVASTATOR  350	DEVASTATOR  350	DEVASTATOR  350
TERMINATOR  600	TERMINATOR  600	TERMINATOR  600	TARANTULA  200	TARANTULA  200	RAPIER  200	RAPIER  200	THUDD GUN  200	THUDD GUN  200
MOLE MORTAR  200	MOLE MORTAR  200	CONTEMPTOR  100	DEREDEO  150	FURIBUNDUS  200	ROBOT  150	ROBOT  150	BIKE  100	BIKE  100
BIKE  100	BIKE  100	BIKE  100	BIKE  100	JET BIKE  150	JET BIKE  150	JET BIKE  150	RECON  150	RECON  150

BATTALION TEMPLATE

BATTALION



BATTALION NUMBER.....

BATTALION BATTLE RATING

BATTALION HQ    FREE ☐

BATTALION SUPPORT DETACHMENTS



DETACHMENT
1

DETACHMENT
2

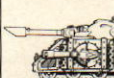
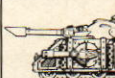
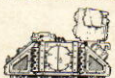
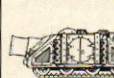
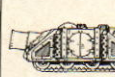
DETACHMENT
3

BATTALION TRANSPORT POOL

LAND RAIDER (BR 600)  NUMBER.....BR.....

RHINOS (BR 100)  NUMBER.....BR.....

TOTAL BATTLE RATING

RECON  150	RECON  150	PREDATOR  400	PREDATOR  400
WHIRLWIND  250	WHIRLWIND  250	VINDICATOR  250	VINDICATOR  250
LAND RAIDER  400	LAND RAIDER  400	LAND RAIDER  400	WHIRLWIND  250
CAPITOL IMPERIALIS  500	CAPITOL IMPERIALIS  500	DROP POD  500	DROP POD  500
PREDATOR  400	VINDICATOR  250	TACTICAL  500	ASSAULT  300

CODEX TITANICUS RULE AMENDMENTS

In our eternal quest for perfection we have turned up some minor anomalies in *Codex Titanicus* which we feel need to be corrected. These amendments add a new level of tactics to the game but at the price of slightly more complexity, so you should treat them as optional (though we highly recommend them).

INDIRECT FIRE: only the following unit types are capable of spotting for indirect fire: Infantry command stands, any unit with RELAY and Battalion and Regimental HQs. The following unit types are now capable of firing indirect: Whirlwinds, Thudd Guns and Mole Mortars.

REVISED BATTLE RATINGS: the following weapon's BRs are changed to those shown below:

Thudd Gun 40, Mole Mortar 40, Rapier 40

SAMPLE MARINE REGIMENT

To help you see how to use the Space Marine army list, here's an example of a Marine regiment I've designed: the 3rd Regiment of the Valedictors Chapter. I've decided to use a chapter of my own so I can invent my own colour schemes and background. The Valedictors are based in the far eastern fringe of the Empire, fighting Ork and Eldar raiders as well as battling Traitor forces in the Horus Heresy.

I began collecting Epic miniatures some time ago and now I've decided to combine all the Marine stuff into a single regiment to include in my battleforce, *The Devourers*, which also includes a Guard regiment and a number of Titans. The Devourers have been assembled to clear Traitor forces from the city of Veastra and its surrounding area on the planet Kastion IV. Although at the moment I don't have enough models to represent the entire regiment, I can work out what extra units I'll have to collect as I go along.

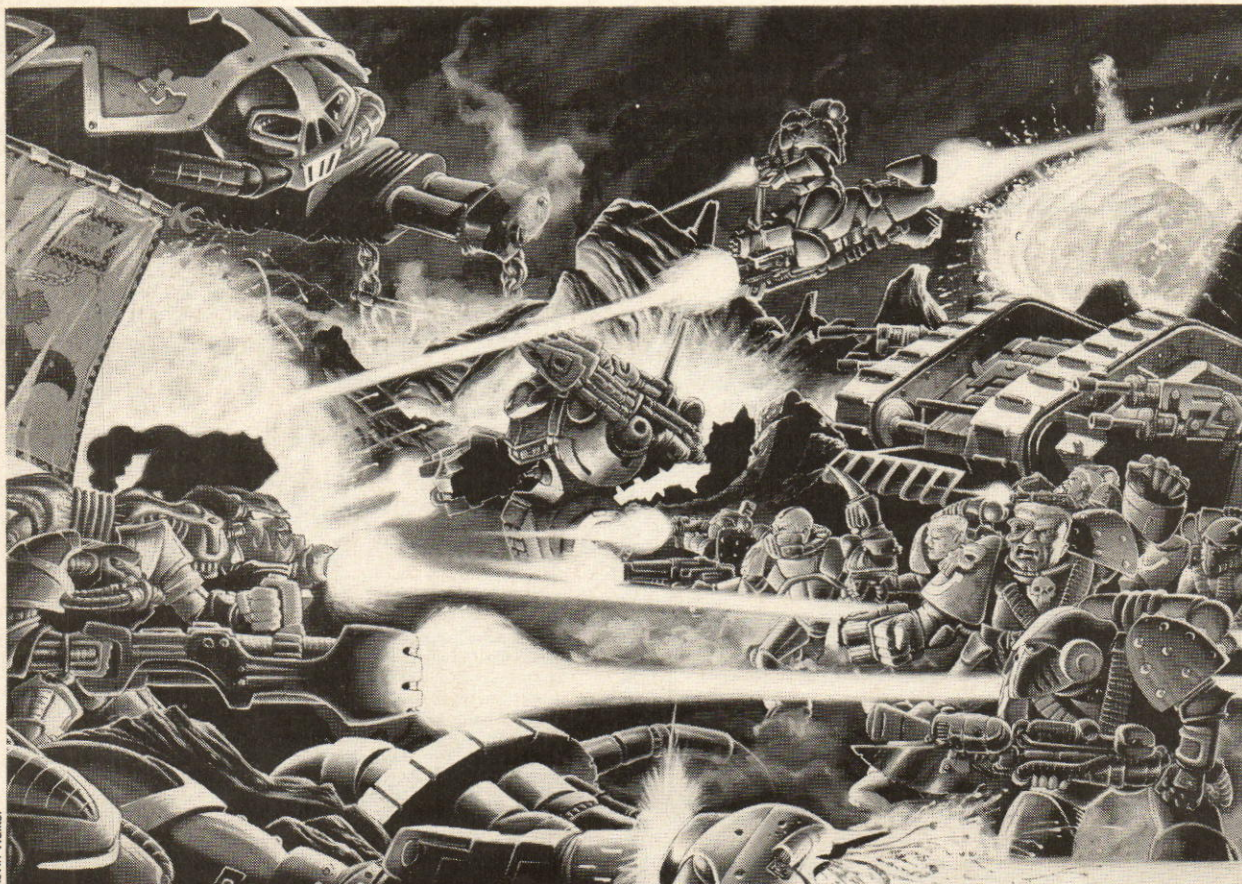
FIRST BATTALION

The 1st Battalion is organized as a mobile spearhead to punch holes in the enemy line, and it therefore includes a large number of Rhino-mounted infantry and Land Raiders in the 1st and 2nd Companies, plus a detachment of Rapiers for support. Because I want the 1st Company to be a very tough unit to lead attacks and act as a mobile reserve in defence, I take the option to make the whole company elite for an extra 25% added to their cost. The 3rd Company is organised as a cheap mobile formation for pursuit and reconnaissance work.

At battalion level I've included an extra recon detachment, mainly so it can be attached to the 3rd Company, some armoured support in the form of Whirlwinds and a detachment of Tarantula support artillery. I've taken the option of assault stands, Land Raider and recon detachment as battalion HQ - they're free, so there's no reason not to include them. And the transport pool is the three Rhino detachments which I've already decided to attach to the tactical detachments in 1st and 2nd Companies. The lack of assault troops in the 1st Battalion means it can't really clear out objectives but it's ideal for mobile actions both in attack and defence.

THE SECOND BATTALION

I want the 2nd Battalion to be a more standard formation to supply me with plenty of line troops, both for large-scale assaults and to form a strong defence. To this end, I place two tactical detachments in both the 1st and 2nd Companies, in each case mounting one detachment in Land Raiders and the other in Rhinos - this gives them the right mix of speed and firepower. To fill out the 1st and 2nd Companies, I include detachments of assault troops and Land Speeders to give them some units which can close with the enemy quickly. I make the 3rd Company an assault company supported by a detachment of Mole Mortars so I have troops to storm objectives. At battalion level I place Dreadnoughts and armoured support in the form of Whirlwinds and Vindicators. There's also the free battalion HQ, plus the transport pool of two detachments each of Land Raiders and Rhinos which I've assigned to the 1st and 2nd Companies. Although the 2nd Battalion is expensive in points, it is a useful formation in itself and a perfect core onto which I can add other elements from my battleforce.



Kevin Walker

THE THIRD BATTALION

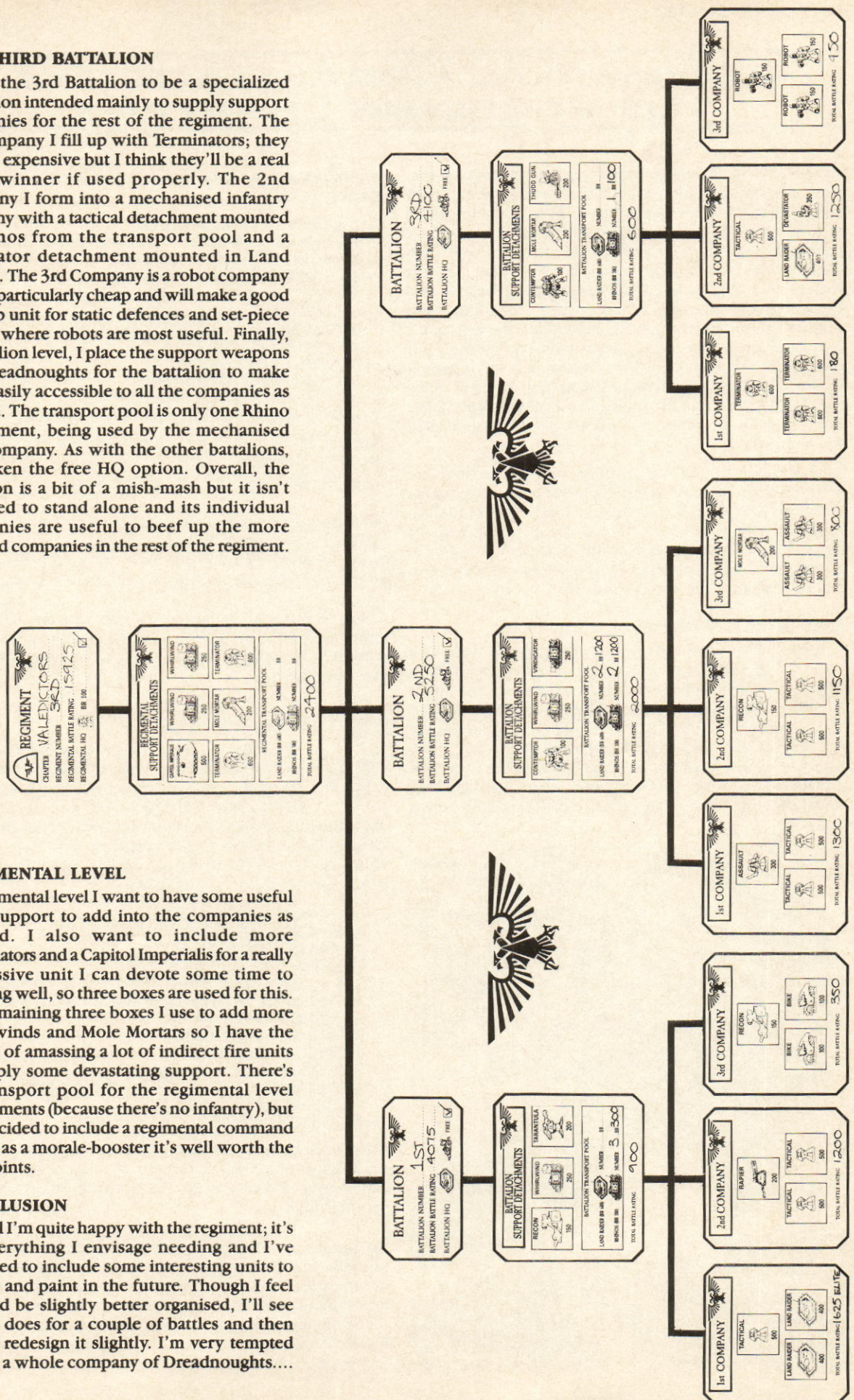
I want the 3rd Battalion to be a specialized formation intended mainly to supply support companies for the rest of the regiment. The 1st Company I fill up with Terminators; they may be expensive but I think they'll be a real battle winner if used properly. The 2nd Company I form into a mechanised infantry company with a tactical detachment mounted in Rhinos from the transport pool and a devastator detachment mounted in Land Raiders. The 3rd Company is a robot company - this is particularly cheap and will make a good back-up unit for static defences and set-piece attacks where robots are most useful. Finally, at battalion level, I place the support weapons and Dreadnoughts for the battalion to make them easily accessible to all the companies as needed. The transport pool is only one Rhino detachment, being used by the mechanised 2nd Company. As with the other battalions, I've taken the free HQ option. Overall, the battalion is a bit of a mish-mash but it isn't intended to stand alone and its individual companies are useful to beef up the more standard companies in the rest of the regiment.

REGIMENTAL LEVEL

At regimental level I want to have some useful extra support to add into the companies as needed. I also want to include more Terminators and a Capitol Imperialis for a really impressive unit I can devote some time to painting well, so three boxes are used for this. The remaining three boxes I use to add more Whirlwinds and Mole Mortars so I have the option of amassing a lot of indirect fire units to supply some devastating support. There's no transport pool for the regimental level detachments (because there's no infantry), but I've decided to include a regimental command stand - as a morale-booster it's well worth the 100 points.

CONCLUSION

Overall I'm quite happy with the regiment; it's got everything I envisage needing and I've managed to include some interesting units to collect and paint in the future. Though I feel it could be slightly better organised, I'll see how it does for a couple of battles and then maybe redesign it slightly. I'm very tempted to take a whole company of Dreadnoughts...



REGIMENTAL ORGANIZATION OF THE FOUNDING CHAPTERS

The twenty First Founding chapters of the Legiones Astartes were all originally identically organised. However, they quickly diversified, introducing their own distinctive rituals and traditions, and this became a strong influence on their organizations. When you design regiments for your own Marine chapters, it's a good idea to characterise the different regiments by creating individual backgrounds and battlefield roles for them. If you want, you can then make a few variations to the organisation to reflect the regiment's character and origins. You can alter whatever you like, but it's best to only change a few things in any one regiment so that you keep the basic Marine structure - if you increase the number available of any troop or vehicle type, make sure you get your opponent's agreement before you field the regiment.

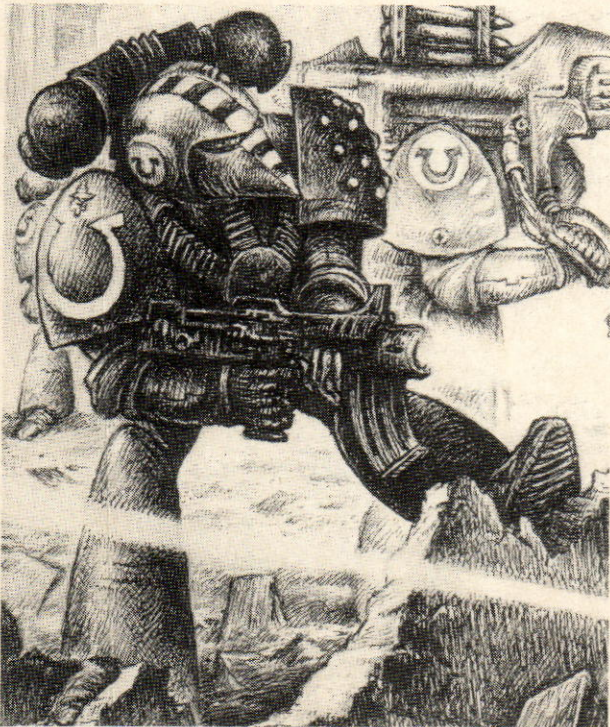
As an example of the sort of thing you can do, here are revised Horus Heresy organisations for certain regiments of the Space Wolves, Ultramarines, Blood Angels and Dark Angels. If you've got your Marines painted up as any of these chapters, feel free to use the revised lists - you can also use the normal list as each chapter has some companies that follow the Codex organisations.

THE SPACE WOLVES



The Space Wolves are frequently used as a planetary assault chapter, and they include several specialized drop regiments. The Space Wolves often make lightning raids against Traitor

forces, tearing into their foes and disappearing before the enemy has an opportunity to strike back. The drop regiments employed in such raids are swift and hard-hitting formations with a strong bias to close assault. The following rules allow you to create your own Space Wolf drop regiment.



Martin McKenna

The minimum and maximum numbers of detachments are revised as follows:

- 0-8 TACTICAL DETACHMENTS
- ANY NUMBER OF ASSAULT DETACHMENTS
- 0-6 DEVASTATOR DETACHMENTS
- 0-12 TERMINATOR DETACHMENTS
- 0-6 SUPPORT WEAPONS DETACHMENTS
- 0-8 DREADNOUGHT DETACHMENTS
- ANY NUMBER OF SKIMMER DETACHMENTS
- 0-4 RECON DETACHMENTS
- 0-6 BIKE DETACHMENTS
- 0-4 ARMoured DETACHMENTS
- 0-4 ORDINATUS DETACHMENTS
- ANY NUMBER OF DROP POD DETACHMENTS

Because of the limited transport pool available for a drop regiment, a maximum of eight detachments may be given Land Raiders and Rhinos from the pool.

Drop pod detachments may either be taken as enough Assault Pods to drop two detachments, or four Support Pods, or six Deathwind Pods, or two Thunderbolt dropships. The cost remains 500 points in each case.

A drop regiment has better support from its orbiting motherships. In any game when the regiment drops its whole force, support counters may be bought at 80% of the standard cost.

THE BLOOD ANGELS



The Blood Angels are renowned for their ferocity and predilection for close combat. They are often at the forefront of the battle in sieges, ship-to-ship boarding actions and city fighting.

The following changes represent the codified organization used by many Blood Angel regiments for close quarter fighting. The minimum and maximum numbers of detachments are revised as follows:

- 0-12 TACTICAL DETACHMENTS
- ANY NUMBER OF ASSAULT DETACHMENTS
- 0-6 DEVASTATOR DETACHMENTS
- 0-12 TERMINATOR DETACHMENTS
- ANY NUMBER OF SUPPORT WEAPONS DETACHMENTS
- ANY NUMBER OF DREADNOUGHT DETACHMENTS
- 0-12 ROBOT DETACHMENTS
- 0-4 SKIMMER DETACHMENTS
- 0-2 RECON DETACHMENTS
- 0-12 ARMoured DETACHMENTS
- ANY NUMBER OF ORDINATUS DETACHMENTS
- 0-3 HELLBORE DETACHMENTS
- 0-6 CAPITOL IMPERIALIS DETACHMENTS

One assault detachment must be included in the organization for each devastator or tactical detachment. Blood Angel tactical and devastator stands have a +1 bonus on their CAF.

Blood Angel transport pools include a number of tunnellers. Up to six detachments in the regiment may be mounted in Moles or Termites at a cost of 250 points per detachment. The number of tunnellers received is equal to the number of stands in the detachment, divided by two for Termites or four for Moles, rounded up. Detachments of tunnellers may not be a mix of Moles and Termites.



Adrian Smith

THE DARK ANGELS



The Dark Angels have a powerful attachment to the rituals and traditions of their homeworld. In honour of their ancestors, they apply the ancient precepts of battle to their forces: find your enemy's weakness, test your skills against him and then make the killing blow. To this end, a Dark Angel regiment often has the three companies of the 1st Battalion dedicated to this ideal: Death Wing, Iron Wing and Raven Wing. Sometimes the entire regiment is organized on these lines but this is rarer. The following lists allow you to create the Dark Angel company wings:

1ST COMPANY: THE DEATH WING

- 0-2 ASSAULT DETACHMENTS
- 0-2 DEVASTATOR DETACHMENTS
- 1-3 TERMINATOR DETACHMENTS

2ND COMPANY: THE IRON WING

- 0-3 TACTICAL DETACHMENTS
- 0-1 SUPPORT WEAPONS DETACHMENT
- 0-1 DREADNOUGHT DETACHMENT
- 0-1 ROBOT DETACHMENT
- 0-3 ARMoured DETACHMENTS
- 0-1 ORDINATUS DETACHMENTS

3RD COMPANY: THE RAVEN WING

- 0-3 SKIMMER DETACHMENTS
- 1 RECON DETACHMENT
- 0-2 BIKE DETACHMENTS

Terminators in the Death Wing do not count against the normal regimental maximum of twelve Terminator detachments. Devastator and assault detachments in the Death Wing may be made elite for a 20% increase in their BR.

The Raven Wing is always deployed in the lead of the Dark Angels' advance. To represent this, units from the Raven Wing may begin a game an extra free move forward of their set-up positions if desired.

THE ULTRAMARINES



The Ultramarines possess the largest number of Techmarines of all the First Founding chapters. This gives some Ultramarine regiments access to superior numbers of support weapons which they use in devastating barrages to crush their enemies before closing in for the kill. The Ultramarine detachment list is changed as follows:

- 0-12 TACTICAL DETACHMENTS
- 0-6 ASSAULT DETACHMENTS
- 2-12 DEVASTATOR DETACHMENTS
- 0-12 TERMINATOR DETACHMENTS
- ANY NUMBER OF SUPPORT WEAPONS DETACHMENTS
- ANY NUMBER OF DREADNOUGHT DETACHMENTS
- ANY NUMBER OF ROBOT DETACHMENTS
- ANY NUMBER OF SKIMMER DETACHMENTS
- 0-6 RECON DETACHMENTS
- ANY NUMBER OF BIKE DETACHMENTS
- ANY NUMBER OF ARMoured DETACHMENTS
- ANY NUMBER OF ORDINATUS DETACHMENTS
- 0-2 HELLBORE DETACHMENTS
- 0-8 CAPITOL IMPERIALIS DETACHMENTS
- 0-6 DROP POD DETACHMENTS

Support counters called in by Ultramarine commanders are on target on a roll of 3+ instead of the normal 4+ (see *Space Marine* rules).

Ultramarine commanders may spot for indirect fire for up to two detachments instead of the normal one. Note, however, that both detachments must be fired at a single target.

SPACE MARINE™

KNIGHTS

NEW EPIC SCALE WAR MACHINES FOR ELДАР AND HUMAN FORCES

BY ANDY CHAMBERS

Knights are fast-moving powerful war machines, thirty to forty feet tall and controlled by a single warrior, that fight on the battlefields of the Horus Heresy in the service of both Eldar and Human armies. Recruited from feral worlds where lesser versions of these machines are used to herd mighty Megasaurs, Knights take to the field of war

alongside other members of their noble families. With their devastating vizor-mounted psychic and shock lances, the mere gaze of a Knight can bring death to its enemies.



THE BIRTH OF THE ELДАР KNIGHTS

Long before the Dark Age of Technology, numerous barren planets were visited by Eldar seed ships. These inhospitable worlds were prepared for the long process of terraforming and then seeded with the essential ingredients to sustain life. The Eldar plan was to create new worlds to colonize in thousands of years time. These worlds were known to the Eldar as *Lilaethan* or *Maiden Worlds*.

As their civilisation neared its collapse, a number of Eldar groups denounced the easy decadence offered by Chaos and abandoned the homeworlds in a series of migrations they called the *Exodus*, referring to themselves as *Exodites*. These groups travelled far away and colonized the *Lilaethan*, determined to escape the terrible fall of their race that they had foreseen. On their arrival, the *Exodites* split into individual clans each led by a warrior elite.

Those who joined the *Exodus* came from all levels of Eldar society but were united in their determination and powerful will to survive. The *Exodites* were a group which had long been aware of the dangers of indulgence and hedonism; by choice, they selected worlds where their life would be hard so as to avoid the trap of sloth. To a great extent, this suppressed the natural Eldar character of intense emotion and intellect, and did indeed save them from the Fall. Among the *Exodites*, the intensity of the Eldar nature is expressed as a powerful loyalty to their individual clans and a strong determination to achieve their objectives.

The struggle for survival on these worlds was indeed grim. To enable them to deal with the harsh conditions, the Exodites converted the sleek war machines they had brought with them into tall walkers which they piloted across their new planets, tending the virgin worlds. The ruling warrior Elite gradually developed a system of status and honour which brought about the society now known as the Eldar *Knights*. Dwelling in tall keeps, the Knights strove to hasten the planets' evolution and bring life and order out of the primeval maelstrom.

After the Eldar Fall, the craftworlds sought out the colonists to offer them a place on board. The Exodites coldly told their craftworld brethren that they preferred to stay where life was simple if harsh, and the dangers were obvious. Though the craftworlds and Exodite colonies trade with one another, the Exodites still maintain that the easy lifestyle on the craftworlds is dangerously close to that which brought the downfall of their race.

In order to produce the food necessary to trade with the craftworlds, the oceans of the planets were seeded with algae to form vast floating weed beds. These weed beds and the lush vegetation of the primitive jungles provided nourishment for docile brontasaurus-like herd beasts called *Megasaurs* created by the Knights through cloning and genetic engineering. The Megasaurs in turn provided protein-rich food for the craftworlds. The herds were shepherded by the Knights in their machine-bodies, protecting the Megasaurs from predators and moving them from place to place to feed. On occasion, the Knights of different clans would clash over watering rights or border disputes, though combat took an almost ritualized form intended more to hone the Knights' skills than bring about bloodshed.

THE COMING OF MEN

During the Dark Age of Technology, scouts from Earth travelled far through the galaxy seeking planets to be used as agricultural worlds to provide food for the huge hiveworlds of Humanity. They copied the farming techniques used by the Eldar Knights already living on some of the worlds discovered. In a period referred to by the Exodites as *The Coming of Men*, the Eldar and Human colonists clashed in a series of bloody wars as the Eldar Knights sought to protect their homes from the interlopers.

When these planets were cut off in the Age of Strife, they became feral worlds. A warrior aristocracy grew up on the Human worlds, mimicking the lifestyle of the Eldar clans. On many worlds, the Eldar clans resurged to win back the lands they had lost and settled into a pattern of battling and raiding both against the Humans and each other. The wealth of the noble Human houses and Eldar clans was based on their herds and much herd-raiding went on. The herds were greatly reduced in size, but, as the only readily available food source, were just as important.

While the Eldar shared their duties equally throughout the clan, the Human nobility enforced a feudal system on those below them. A sub-class of *Drovers* looked after the herds, as the nobles would not soil their hands with such work. The Drovers' walkers were not, by law, armed with weapons even though they lived in constant danger from raiders and predators. This ensured that the Drovers had to rely on the Knights of the nobility for protection and nullified any chance of revolt.

As well as the nobles, each house could field large numbers of men at arms, either mounted on horses or on foot. These were equipped much like Planetary Defence Force and Imperial Guard units elsewhere in the Imperium, though with not nearly as many heavy weapons. When the nobles grew too old to carry on fighting in the harry and slash of raiding or the swirling melee of battle they would give their armour to their eldest son and take instead the armour of a *Warden*. Wardens formed the steadiest element within the noble houses, usually found defending the keep or protecting the Drovers.

On many of the worlds, groups of artificers and technicians became the most important of the nobles' subjects. They initially simply maintained the Knights for the nobles but soon learnt to speak with one voice, threatening to withdraw their services from any Lord who failed to take heed. They styled themselves as a priesthood for the half forgotten mysteries of technology and were called *Sacristans*. As their power grew, they arbitrated between the different houses to ensure they did not wipe one another out in bitter feuds. The ever-present dangers of their worlds meant the Knights could not survive wars of attrition and genocide, and this necessitated the use of chivalric values to settle disputes. Eventually the Sacristans on many worlds ritualized the virtues of Honour, Duty and Valour and passed on these traditions from generation to generation. With the acceptance of these values the nobles became known as *The Chivalry*.

In addition to the threat posed by hostile houses, the Chivalry had to fight constant battles against swift Carnosaurs which preyed upon the herds. Hunting the Carnosaurs honed their fighting skills to a deadly art, preparing them for the periods of violent warp activity which created monstrous mutated beasts. When such a beast was sighted, all the Chivalry would go on quests to seek out and destroy the creature before it tainted the land.

THE REDISCOVERY

Thousands of years later, the planets were brought back into the Imperium. When Rogue Trader Jeffers rediscovered the agriworlds he referred to their inhabitants as Knights, pointing out their many Knightly virtues as he emphasised the worlds' value to the Empire both as a massive food resource and as a source of born and bred warriors. The Administratum agreed with Jeffers' findings and quickly set about rediscovering the rest of the long-lost agriworlds. To their delight, they found that two in three of the originally settled worlds were still occupied by Humans working along very similar social lines. The remaining worlds were either occupied by both Eldar and Human Knights or held exclusively by clans of Eldar Knights with strong links to the craftworlds, trading natural raw materials for technology.

Often, a Knight world would be affiliated to a Titan forgeworld, producing food for it, while the Sacristans would come under the control of the Adeptus Mechanicus. Other Knight worlds were left with a large degree of autonomy, required only to produce food and obey the call to arms when given.

The Imperial Cult was introduced in such a way that the Chivalry could be called on by the Empire to enter a *crusade*. Old rivalries forgotten, the Knights (especially younger ones) would form family units to fight with Titan Orders or the Imperial Guard.



Colin Howard

Young Knights sometimes don't have their own armour, but train on that of their father. When fighting in a crusade they are given their own armour, built on a Titan forgeworld. Once they return home they are able to keep the armour and form their own house.

Thus units of Knights are often fielded by Titan Orders and the Imperial Guard. During the Horus Heresy, Knights fought on both sides - many of the agriworlds declared allegiance to Warmaster Horus and were only brought back into the Imperium after decades, even centuries, of terrible armed struggle.

Knights usually fight as single units from each house which means they are usually seen in large groups. After a period of time on crusade, the Chivalry can return home, well-rewarded with loot and new armour. Normally the Wardens stay on the homeworld to protect the keep but occasionally they have taken the field when required, more than compensating for their age with stoic tenacity.

In some cases, Knights bring units of men-at-arms with them. These are re-equipped by the Order or Regiment, often having their horses replaced with bikes. They act in close support of the Knight formations and as scouts for the Order.

KNIGHT SUITS

Knight suits are similar to Titans in that they are controlled through a direct mind link. Imperial Titans are imprinted with a feral personality, which must be dominated by the Princes in order to control the machine. The Titan's personality is there to handle all the mundane tasks in operating such a machine, like balancing and walking, leaving the Princes free to concentrate on more important things.

Eldar Knight suits contain a spirit stone which supplies the personality for the machine. When linked to the lone Eldar pilot, this lends Eldar Knights a fluid grace lacked by Human Knights. The spirit stones in Eldar Knights are often ancient artifacts dating back to the time of the Fall and contain the souls of many long dead heroes. When an Eldar Knight links with his suit, he exchanges a portion of his consciousness with those in the stone. This makes Eldar Knights strange characters often speaking in archaic tongues and referring to past ages with unnerving familiarity.

Human Knight suits do not have a permanently imprinted personality. Instead the Knight sits in a *throne*, which is imprinted with aspects of his own personality. The throne is plugged in to the armoured Knight suit and may be transferred from one Knight suit to another, though this is a rare occurrence usually only undertaken if the old suit is damaged beyond repair or the Knight wishes to become a Warden, passing on his old Knight suit to a younger relation. Imprinting your personality on a throne is a lengthy, sometimes dangerous, business. It has become a rite of passage for young nobles - this is how they become an adult. When he is old enough, a noble son who wishes to become a Squire undertakes a *vigil* in the family's chapel or sacristy, remaining seated in the throne throughout the long night. He is surrounded by the ancient thrones and battle banners of his forefathers which are kept in the sacristy, reminding him of the long traditions of honour and chivalry he is expected to maintain. The imprinting process tends to exaggerate dominant aspects of the young noble's personality, especially with regard to the way he is feeling during his vigil. If he is scared, the personality imprint will always be scared, making the suit difficult to control in combat. If the noble is angry with someone (say a brother who made fun of the noble before his vigil) the personality imprint will always hate that person, even if the noble has got over it.

When a noble dies, his throne retains some of his character. Nobody else can use it to control the suit until they have overlaid their personality onto the throne. It is still possible, however, to communicate with the personalities in the throne. Thus they are often kept and placed in the family's sacristy, a direct link with the ancestors of a noble house. It is the height of dishonour to deny a family the opportunity to salvage the thrones of Knights who have fallen in battle and the family will go to any lengths to get them back.

Note that the unarmed suits used by herdsmen are not controlled in the same way. They have a simple mind-link like that used on a Dreadnought. This makes them slow, lumbering machines when compared to the sleek thoroughbreds used by the nobles. The Sentinel walker used by the Imperial Guard is in fact a copy of the tried and tested Drover suit adapted for combat with the addition of basic armament.

Though there are many different designs of Knight suit, a common feature to all except Warden suits is the *lance*. The lance is a short ranged area weapon developed from devices used for herding Megasaurs. To affect the dull nervous systems of Megasaurs, lances needed to be very powerful. The war lances used by Knights in battle discharge all their tremendous power in a single cataclysmic blast, making them a weapon much feared by their opponents. The lance is always mounted in the Knights' visor, a practice that has given Knights a reputation of being able to kill with a single glance.

KNIGHTS



HOUSE BEAUMARIS LORD



HOUSE DUNSTAN SQUIRE



HOUSE WARWICK KNIGHT



HOUSE WARWICK SQUIRE



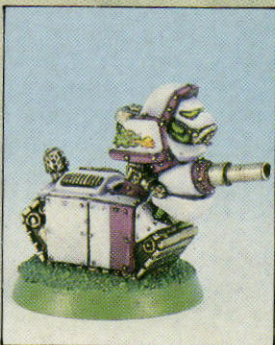
HOUSE BEAUMARIS KNIGHT



HOUSE BEAUMARIS SQUIRE



HOUSE ARUNDEL WARDEN



HOUSE WARWICK WARDEN



HOUSE WARWICK LORD



SEA-TALON CLAN LORD



SABLE-CLAW CLAN SQUIRE



SABLE-CLAW CLAN SQUIRE



SABLE-CLAW CLAN KNIGHT



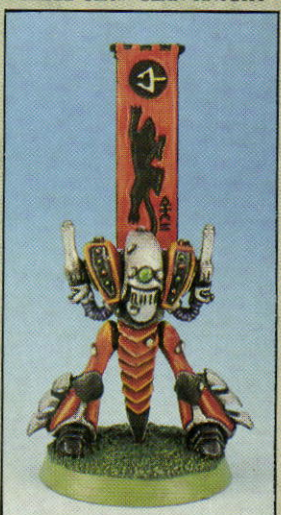
SEA-TALON CLAN SQUIRE



SABLE-CLAW CLAN SQUIRE



SABLE-CLAW CLAN KNIGHT



SABLE-CLAW CLAN LORD

EPIC RULES FOR KNIGHTS

Knights are rapidly-moving war machines, able to advance swiftly across the battlefield, deploying their heavy firepower to devastating effect. They are frequently used to forge ahead of the main formation to spearhead an attack or secure an important position. During a battle, these highly-mobile hard-hitting units may be ordered to make flanking attacks, out-manoeuvring slower-moving enemy forces, and can be quickly redeployed whenever a new or unexpected threat is posed.

There are three levels of status for Knights: *Squire*, *Knight* and *Lord* (Wardens of this status are known as *Seneschals*) - these are fully explained later. All references to Knights in the rules include Squires, Lords, Wardens and Seneschals unless otherwise noted.

FORMATIONS

All Knights are organized into detachments of three or more machines. The Knights in each detachment belong to a single noble house, though it's possible that a large house may be represented by more than one detachment. In major battles it is not unknown for large houses to field up to thirty kinsmen, although six to eight is more usual. Though many of the houses have blood-ties extending back hundreds of years, there is much lingering distrust between the numerous houses. Thus, if Knights are fighting on both sides in a battle, all the Knights fighting together on one side will be allied or related houses battling out a bloodfeud against age-old enemies.



Colin Howard

Human Knights are always fielded in detachments containing only one class of Knight. It is traditional for each household to use either Knight Paladins or Knight Lancers rather than a mix of the two, although large houses often fight with both classes in separate detachments. All the truly great noble houses, legendary names such as Hawkwood, Beaumaris, Arundel, Mortimer and Warwick, have the resources to call on Knights of any class: Paladins, Lancers and the stern, unflinching Wardens. Lesser families may only have a few Knight suits of a single class, worn by the finest of their warriors.

Eldar clans, on the other hand, frequently use a combination of two or three classes within the same detachment and aren't subject to the same restrictions as the Human households. The most common mix in Eldar detachments is Fire Gale and Towering Destroyer classes; if the detachment also includes Bright Stallion Knights, it means the Stallions can't make use of their superior speed.

Unlike vehicles, Knights do not have to remain within 6cm of one another. Instead, one Knight is designated as *banner bearer* for the house. This honour is usually bestowed on one of the senior knights. The banner bearer carries a large battle banner, distinct from the smaller personal banners carried by his kinsmen.

All members of the unit must remain within 12cm of the banner bearer. If separated for any reason, the unit must be given advance orders in the next order phase and reform as soon as possible. Should the banner bearer be killed, the unit must take a morale test in the end phase (see the *Knight Morale Table* in the *End Phase* section).

Wardens

Wardens (including Seneschals) are an exception to the normal rules for Knight formations. Instead of having a banner bearer, Wardens simply designate a *rallying point* at the beginning of each order phase and mark it with a rallying point counter.

If any of the Wardens in the unit are not within 12cm of the rallying point at the start of a turn, the unit must be given advance orders for that turn and must reform within range of the designated rallying point.

If all the Wardens in the detachment are within 12cm of the rallying point they may be given any orders for the turn and the rallying point counter is removed - the Wardens can, of course, now move away from this point during the turn.

SEQUENCE OF PLAY

Knights are moved in the vehicle segment appropriate to their orders.

However, because of the fast reactions of their mind-linked suits, they fire in the appropriate Titan fire phase, not the vehicle fire phase.

Knights do not take part in the repair phase. They cannot repair damage as they lack the complex auto repair systems of Titans.

ORDERS PHASE

An order counter must be given to each detachment of Knights; the order applies to all of the Knights in the detachment for that turn.

First Fire

The Knights may make up to one 45° turn but may not move. They receive +1 to hit rolls when they fire.

Advance

The Knights may move up to their advance rate and may make up to four 45° turns.

Charge

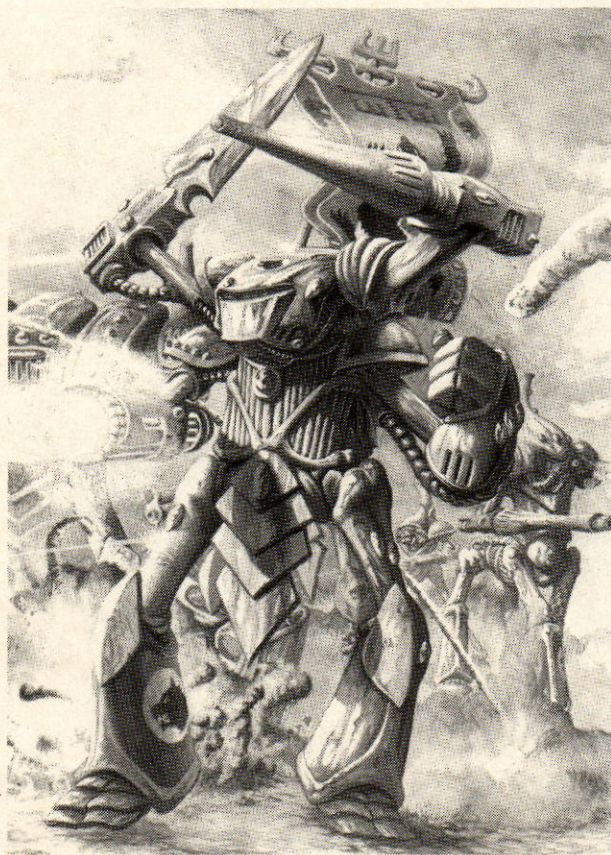
The Knights may move at up to their charge rate and they may make up two 45° turns. They receive a -1 modifier to hit when they fire.

Evade

Evade orders may only be used by Eldar Knights. They may only move up to their advance rate but otherwise count as being on charge orders. Evading does, however, make them harder to hit (see *Eldar Shields* for details).

Fall Back

Only Human Knights may use fall back orders. They may make up to four 45° turns and move up to their charge rate. They may make no attacks while on fall back orders but their shields are more effective (see *Human Shields* for details).



Paul Campbell

MOVEMENT PHASE

Terrain

Terrain is defined as being *difficult*, *dangerous* or *impassable* - the effects of terrain on Knights are detailed on the *Terrain Effects Table*.

TERRAIN EFFECTS TABLE	
Terrain Type	Effect
Buildings	Impassable
Rubble	Difficult
Walls	None*
Cliffs	Impassable
Steep Hills	Difficult
Woods	Difficult
River**	Dangerous
Lake**	Dangerous
Marsh	Dangerous

* Walls higher than a Knight's knees are impassable.
 ** Knights in rivers or lakes count as in cover.

Difficult Terrain

Difficult terrain covers areas which can be negotiated safely by Knights on advance orders but is treated as dangerous terrain by Knights with charge orders.

Dangerous Terrain

Dangerous terrain can only be entered by Knights on advance orders and even then may cause Knights to get stuck. Roll a dice for each Knight which enters dangerous terrain. On a result of 1 the Knight fails the dangerous terrain test and becomes stuck. It may not move or fire until it frees itself by rolling 4 or more on a single dice, checked in the order phase each turn.

Impassable Terrain

Impassable terrain cannot be entered by Knights under any circumstances.

Stomps and Rams

Knights may make stomp attacks against infantry stands they come into contact with during their movement phase. Each stomp attack reduces the Knight's movement by 2cm for that turn. A successful stomp destroys the infantry stand automatically.

KNIGHT STOMP TABLE	
	To Hit Roll
Stomp	5+
Stomp Modifiers	
Target has fall back orders	-1
Target has first fire orders	+1



Colin Howard

Vehicles may ram Knights providing they have charge orders. The Knight and the vehicle each roll one dice, adding their opponent's AR score to the dice roll.

- if the vehicle wins by three or more, the Knight is automatically destroyed.
- if the vehicle wins by one or two, the Knight must make a saving throw to survive.
- if the scores are drawn or the Knight wins by one or two, both must make a saving throw to survive.
- if the Knight wins by three or more, the vehicle is automatically destroyed.

The targets of stomp or ram attacks may snapfire if on first fire orders. This occurs before the attack is made. Knights may use their shields against snapfire attacks.

COMBAT PHASE

Knights take damage just like vehicles, being destroyed by a critical hit and requiring a saving throw to survive superficial damage. Both Eldar and Human Knights carry defensive systems known as *shields*.

Eldar Shields

Eldar Knights use a system of disruptive holo fields similar to those used by Phantom Class Eldar titans. The holo fields act to diffract a Knight's image as it moves; the faster it moves, the more widely spread the Knight's image and the harder it becomes to target. Look up the Knight's orders on the following table to find the hit modifier for fire against it.

Orders	Modifier
Evade	-3
Charge	-2
Advance	-1
First Fire	0

Human Shields

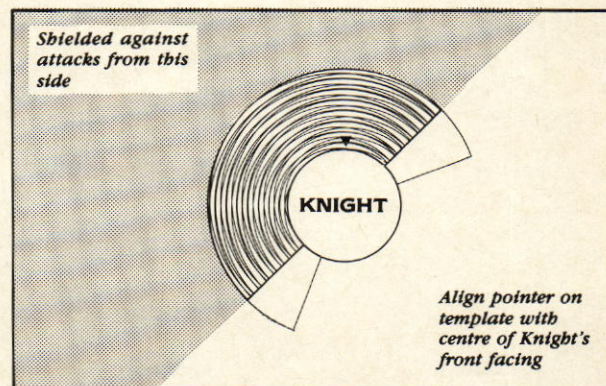
The shields carried by Human Knights are a derivative of power field technology. Human Knights carry a small but powerful directional generator. This works by creating a power field across a 180° arc at a point near a Knight's body.

To find out what parts of the Knight are shielded, place the shield template over the Knight's base with the arrow pointing to the centre of the Knight's front facing. To make it easy to work out the centre facing, it's a good idea to paint a small line or mark onto the front of the Knight's base at the appropriate point - you can then simply align the pointer on the template with this mark to correctly position the shield.

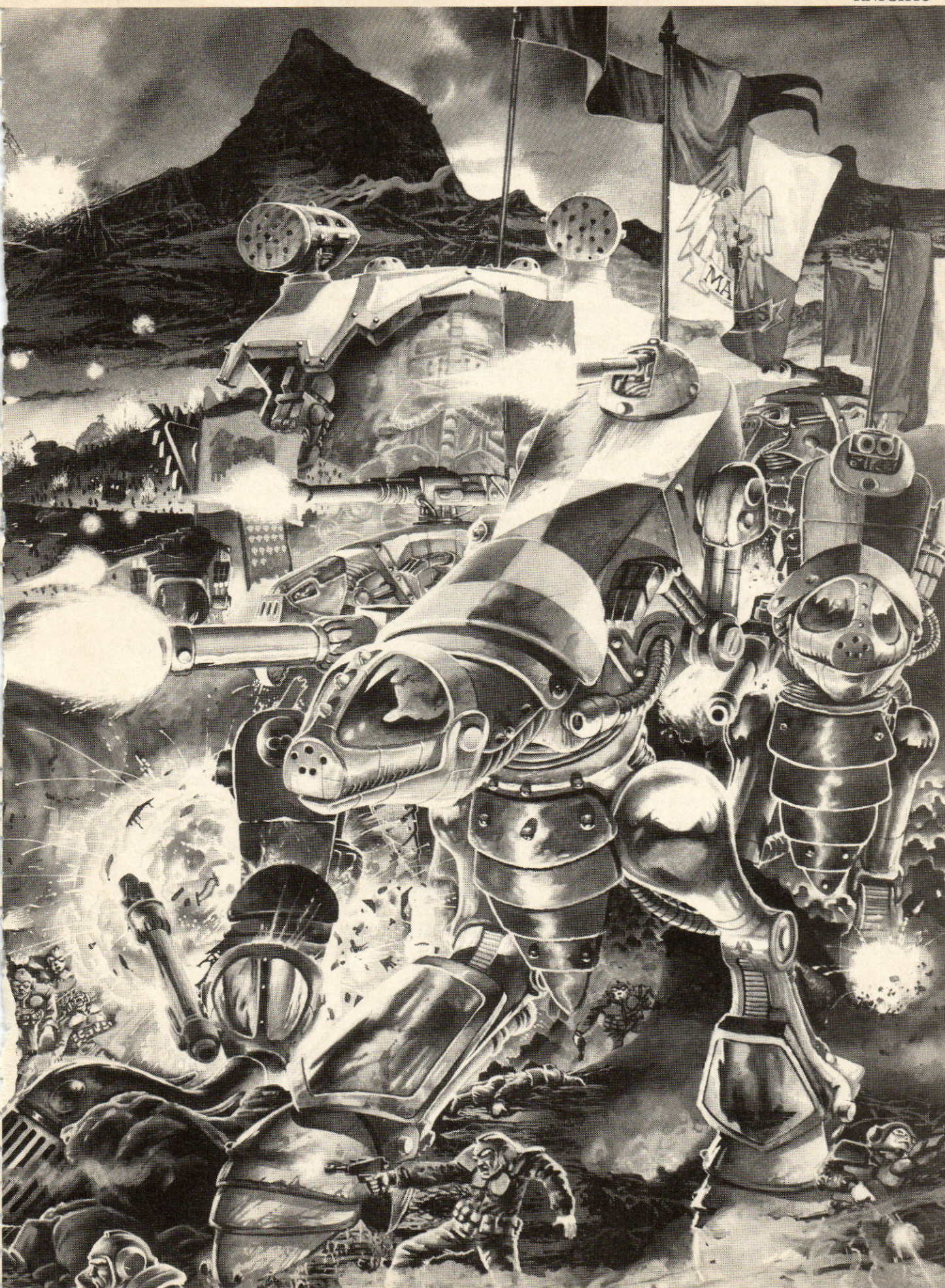
Shots which strike the Knight from an unshielded side are worked out as usual. Shots which hit the Knight from a shielded side entitle the Knight to an extra saving throw; the shot is stopped if the saving throw is made. Weapons with a burst (B) are considered to hit the Knight from the direction the weapon is fired from, not from where the burst template is placed (this represents the Knight's shield blocking the fire before it passes him). In the case of indirect fire, barrages and support missiles the hit is considered to come from the centre of the burst template.

The exact setting of the shield is essential as the power field is only designed to deflect and slow shots rather than absorb them like an ordinary power field. This means the effectiveness of the shield is partially dependent on the skill and experience of its operator, as shown on the following table.

Status	Orders			
	First Fire	Advance	Charge	Fall Back
Squire saves on	5+	5+	4+	4+
Knight saves on	4+	4+	3+	3+
Lord saves on	3+	3+	2+	2+
Warden saves on	4+	4+	3+	3+
Seneschal saves on	3+	3+	2+	2+







THE LANCE

Both Eldar and Human Knights carry short-range weapons developed from devices originally designed to herd and control the huge saurians of the Knights' homeworlds. The Human and Eldar lances have different effects, but both follow the same general rules.

General Rules for Lances

The effects of lance attacks are always resolved in the charge segment regardless of the orders of the Knight using it. When the decision is made to use the lance, the whole detachment must fire their lances together. Any Knights unable or unwilling to use their lance are considered to discharge it harmlessly. A lance used counter is placed by the detachment's order counter as a reminder that the Knights have discharged their lances.

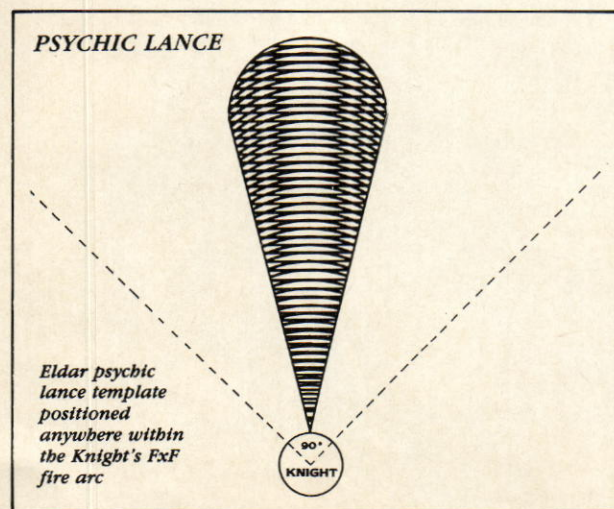
In order to regain their lances a detachment of Knights must spend two turns on no orders. On the first turn, flip the lance used counter face down; on the second turn, remove it altogether. The Knights' lances are now recharged. While on no orders, the Knights may not move but may turn up to 45°. Any firing they do occurs in the advance segment and does not receive the first fire bonus.

Eldar Psychic Lance

The Eldar psychic lance uses a short burst of psychic energy directed through a crystal mounted in the Knight's visor. The resonance set up in the crystal acts to wipe aggressive instincts from creatures in its area of effect. Though originally developed to pacify Megasaurs and stand repeated uses, the battlefield version of the psychic lance works on sentient creatures at the cost of the rapid draining of the crystal matrix, requiring the Knight to power down its movement systems to recharge.

The area of affect of the psychic lance is a cone placed in the FxP arc of the Knight.

Units partially or fully under one cone must make a saving throw; if successful the unit is affected for the following turn only and should be marked with a stunned counter. Stunned units may not move or fire but will recover automatically in the end phase; remove the stun counter at this point to show they have recovered.



Units which are affected by two or more cones or which fail their save suffer permanent brain damage, losing all aggressive instincts and all higher voluntary functions as well. Treat the drooling remnants as destroyed.

The effects of the psychic lance will not penetrate a target protected by operating void or power shields. A Titan or Gargant without functioning screens saves on a roll of 3 or more.

Titans affected by a psychic lance suffer the equivalent of an MIUs Damaged result as the crew succumb to its effects and the Titan's own personality takes control. This may not be repaired but will be temporary if the crew is only stunned.

Robots are completely immune to the psychic lance.

Human Shock Lance

The shock lance was invented to fulfil the same role as the Eldar psychic lance. Incapable of reproducing the complex Eldar device, the Humans came up with a more basic way of herding Megasaurs: the shock lance delivers a powerful electrical charge at short range, fusing electronic components and burning living tissue. The capacitors which deliver the shock require a considerable period to recharge after use necessitating a Knight to remain stationary to speed the process under battlefield conditions.

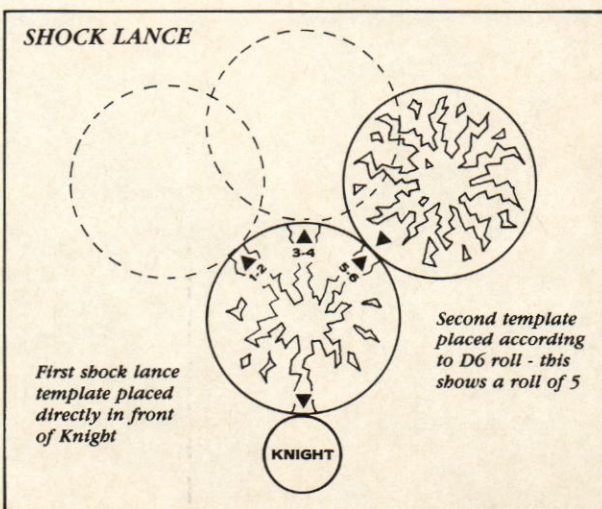
The area of effect of the shock lance comprises two 6cm diameter burst templates. The first is placed directly in front of the Knight, the second orientated to touch the first as indicated by the roll of a dice.

Infantry stands wholly or partially under a template must make an unmodified saving throw to survive the attack.

When a detachment of Knights fire their lances together the enhanced electromagnetic pulse increases the shock lance's effectiveness against vehicles. To reflect this, vehicles affected must make a saving throw modified by -1 for every three Knights in the detachment firing their lances. Vehicles which fail their save are destroyed.

Titans and Gargants lose one void shield or power field for each shock lance which touches their base. If unshielded, a Titan will suffer one critical hit for each lance hit scored against it.

Note that Wardens are not equipped with shock lances.



FIELDING YOUR KNIGHTS

IMPERIAL GUARD

Below are two additional army list boxes to add at regimental level to the Epic Imperial Guard army list in White Dwarf 125. Knights can be part of a Loyalist Imperial army or part of a Traitor army following the Warmaster Horus. Knights are fielded in detachments of varying numbers - the BR cost on the counter is per Knight, not per detachment, so multiply the cost by the number of Knights to get the total BR for the detachment. For example, a Knight Paladin costs 220 BR per model, so a detachment of 5 Knights of this class costs a total BR of 1100. Each box lists the minimum number of Knights in a detachment. There's no maximum limit on the number of Knights in a detachment - there are many tales of the stirring sight of 30 or 40 Knights bearing down on the enemy lines, weapons glinting and banners streaming behind them as they charge into battle.

ELDAR KNIGHTS

Eldar Knights are fielded in detachments of three or more machines. Unlike Imperial Knights, you can freely mix different classes of Knight within the same detachment. To calculate the battle rating of a detachment, simply add up the BRs of all the Knights present.

Class	Battle Rating
Fire Gale	300
Bright Stallion	300
Towering Destroyer	280

There's no maximum to the number of Knights within a detachment, provided they all belong to the same clan. You can field the Knights with any army containing Eldar troops.

0-4 KNIGHT DETACHMENTS



4 OR MORE KNIGHT
PALADINS PER
DETACHMENT

4 OR MORE KNIGHT
LANCERS PER
DETACHMENT

For total detachment BR, multiply number of Knights by 220 points. Each detachment contains either Knight Paladins or Knight Lancers, never a mixture of the two.

0-1 WARDEN DETACHMENTS

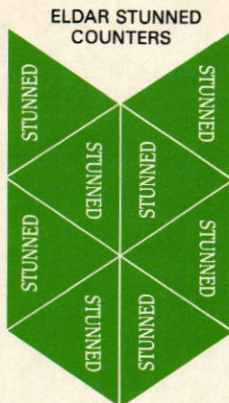


3 OR MORE WARDENS
PER DETACHMENT

For total detachment BR, multiply number of Wardens by 180 points.

WARDEN	KNIGHT LANCER	KNIGHT PALADIN
 180	 220	 220
	 220	 220

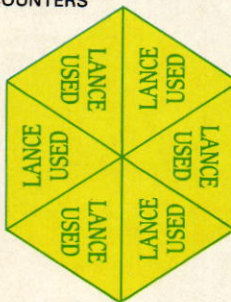
WARDEN
RALLYING POINT
COUNTERS



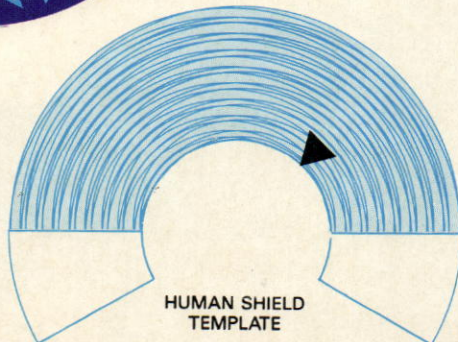
HUMAN SHOCK LANCE
TEMPLATE 1



ELDAR LANCE USED
COUNTERS



HUMAN SHOCK
LANCE TEMPLATE 2



HUMAN SHIELD
TEMPLATE

STICK THESE TEMPLATES AND COUNTERS TO
STURDY CARD AND CUT OUT READY FOR USE

PERMISSION TO PHOTOCOPY FOR PERSONAL USE ONLY

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ELDAR PSYCHIC LANCE TEMPLATE

HUMAN LANCE USED COUNTERS

LANCE USED	LANCE USED
LANCE USED	LANCE USED
LANCE USED	LANCE USED



Kevin Waller

CLOSE COMBAT

Some Knights carry close combat weapons. These are generally scaled-down versions of those carried by Titans: power fists, lascutters, chainswords and the like. Because these weapons all have much the same effect, they have been grouped into a single category.

	To Hit	Damage
Knight Close Combat Weapon	3+	One critical hit

Normally a Knight has one attack in close combat for each close combat weapon carried, or a single improvised attack (5 or more required to hit, scoring superficial damage if successful). Due to their superior skill, Lords and Seneschals gain one extra attack (either weapon attack or improvised attack depending on whether they are armed or not).

Knights must have charge orders to enter close combat. When they engage in close combat they must move into base-to-base contact with their opponent and stay there until the close combat segment of the fire phase. If their opponents move away, the Knights may make a free set of close combat attacks against them.

Close combat involving Knights should be conducted in seven steps. Damage is applied as soon as it occurs, so it is possible that an opponent can be damaged or even destroyed before it gets an opportunity to fight back.

- 1) All Titans conduct close combat.
- 2) Close assaults by infantry are resolved
- 3) All vehicles and Knights may fire ranged weapons in close combat, all ranges counting as short, with no modifiers for firers orders (all other modifiers apply). Knights may still use their shields.
- 4) Lords attack with close combat weapons.
- 5) Knights attack with close combat weapons.
- 6) Squires and Wardens attack with close combat weapons.
- 7) All Knights make improvised attacks.

Infantry close assaulting roll one dice per stand attacking. On a result of 1-4 the stand is wiped out by the Knight before it attacks; on a result of 5-6 the stand successfully assaults the Knight. Modify the dice by +2 if the Knight is on first fire orders, -1 if it's on charge orders. A Knight may fight infantry and still an attack in close combat.

A successful assault means the infantry can either score a hit with a single heavy weapon that they are carrying or use grenades (a critical roll of 5 or more). The attack is made inside the Knights shields; roll for a critical and apply the result immediately.

END PHASE

In the end phase any unit of Knights without a banner bearer must take a morale check.

Roll a dice and apply the modifiers listed on the *Knight Morale Table* to find the detachment's orders for the next turn.

KNIGHT MORALE TABLE

Modified Roll	Orders Next Turn
6 or more	Charge (must charge nearest enemy)
4-5	Charge or advance
2-3	Evade/Fall Back or no orders
1 or less	Evade/Fall Back (must end turn further from enemy than at start of turn)
Knight Morale Modifiers	
Two or less Knights remaining in the detachment	-1
Warden detachment	+1
Lord or Seneschal present in the detachment	+1
Detachment carries close combat weapons	+1
Detachment has not used lances	+1

STATUS

In the noble houses of the Knight's homeworlds, there are several levels of Knightly accomplishment recognized. Each Knight begins his career as a *Squire* before he has earned the right in battle to the full title of Knight. Those Knights who survive a number of battles and conduct themselves heroically in combat can one day hope to rise to the status of *Lord*, possibly forming their own noble house in the future.

When using Knights in one-off games or for your first few battles involving Knights, it's easiest to ignore Squires and Lords altogether. If you want to run a noble house in a campaign or linked series of battles, you should use the experience rules detailed below. (In the future we hope to present you with a Knights campaign system, allowing you to battle out the progress of individual houses in the setting of their own homeworlds.)

Work out the beginning status of all the members of the house and then keep track of their achievements in battle. Elevate Knights when they have accomplished the acts of valour necessary to do so. Any replacements for those killed will begin as Squires, with a maximum of D6-2 available after each battle.

Wardens are always full Knights; those which progress to being Lords or are already Lords when they become Wardens are referred to as *Seneschals*.

Organisation

A normal house will be able to field detachments comprising 50% Squires and 50% Knights, plus a maximum of one detachment of Wardens.

Roll a dice for each Knight or Warden; on a six the Knight is a Lord or the Warden is a Seneschal. Each house contains at least one Lord, so if none are rolled up you may designate one Knight as a Lord.

In a campaign setting, a Squire becomes a Knight after one battle.

A Knight becomes a Lord or a Warden becomes a Seneschal after any one of the following occurs:

- the Knight or Warden survives five battles.
- the Knight or Warden destroys five foes of equal stature (ie equal battle rating).
- the Knight or Warden destroys one foe of superior stature (ie at least triple the Knight's or Warden's battle rating).

IMPERIAL KNIGHTS

Eldar from the Lilaethan or Maiden Worlds paint their Knights in their clan's colours. Clan motifs and runes are added to both the Knight and its banners according to individual taste. The motifs of the Exodite clans are based on animals, each of which has a deep spiritual significance within the clan that uses it. The rank of the Eldar is shown by a strict colouring code: Lords have silver heads, Knights have bronze heads and Squires have gold heads.

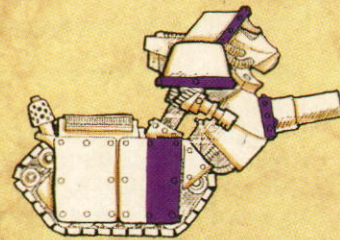
Each of the Imperial noble houses that field Knights have a livery of two colours. They use these, with adapted Imperial heraldry, to denote rank. Squires use the basic livery colour (usually the colour that is dominant on the household's banner), Knights use the basic colour halved with the secondary colour, and Lords use the two colours in a quartered pattern. The actual areas painted in different colours varies from house to house and between the different designs of Knight, but the basic pattern is always retained. Wardens are usually coloured all white, with a single panel in their household colours in a pattern appropriate to their rank. Emblems on the war machines and their banners are adapted from the main household banners. These banners usually show a heroic ancestor in battle with a mythological monster as their central image. Campaign banners and emblems are often added while the Knights are on crusade with Imperial forces.



**FAMILY BANNER
OF THE
HAWKWOOD
HOUSE**

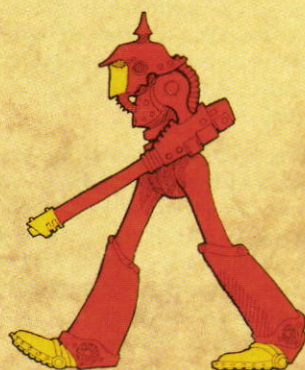


**HOUSE ARUNDEL
WARDEN**

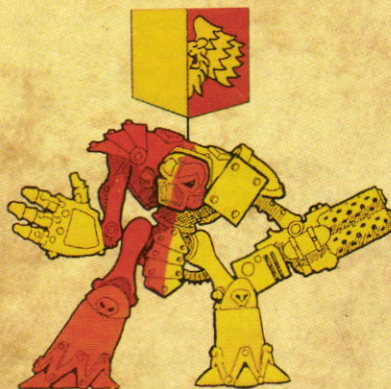


**HOUSE WARWICK
WARDEN**

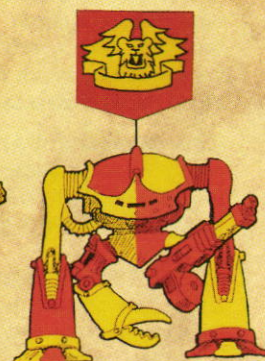
**HOUSE
HAWKWOOD**



SQUIRE



KNIGHT



LORD

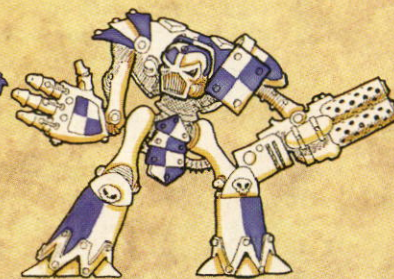
**HOUSE
BEAUMARIS**



SQUIRE

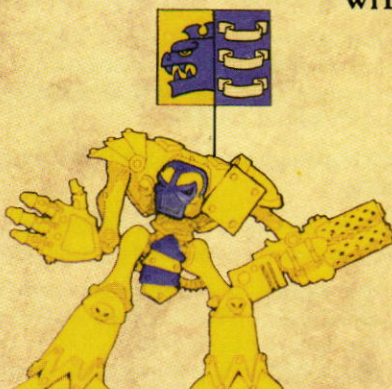


**KNIGHT
WITH CAMPAIGN
BANNER**

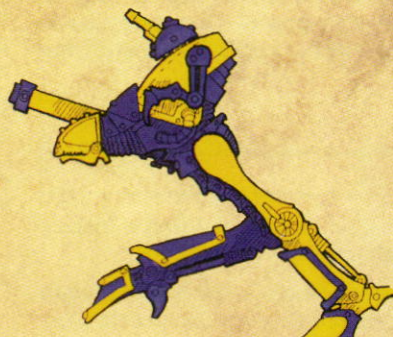


LORD

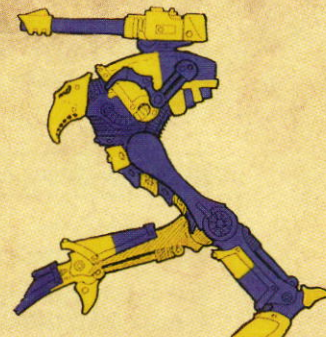
**HOUSE
MORTIMER**



SQUIRE



KNIGHT



LORD

ELDAR KNIGHTS



LORD



KNIGHT

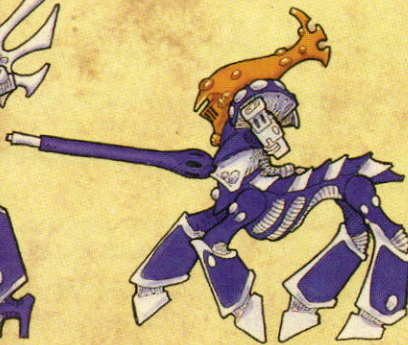


SQUIRE

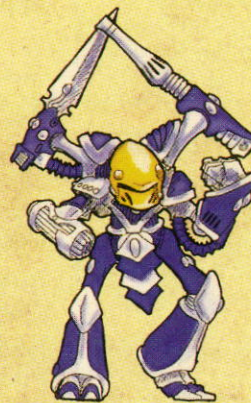
SABLE-CLAW
CLAN



LORD



KNIGHT



SQUIRE

SEATALON
CLAN



LORD



KNIGHT

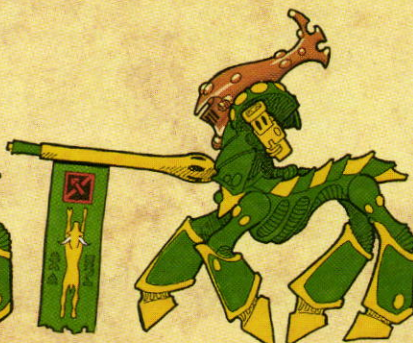


SQUIRE

NIGHTFURY
CLAN



LORD



KNIGHT



SQUIRE

SWIFT-HORN
CLAN



Lords and Seneschals

Lords (which includes Seneschals throughout this section) are exceptional individuals in many respects. There are innumerable tales and legends of their skills and martial prowess. Indeed, it is not unknown for Lords to escape the destruction of their fighting machines and make their way back to friendly territory on foot.

In the event of the destruction of a Lord's machine, his fate should be determined by rolling a dice and consulting the *Lord Escape Table*.

LORD ESCAPE TABLE	
1-3	The Lord is trapped in the wreckage of his machine; roll again on <i>Escape Table A</i>
4-6	The Lord escapes the destruction of his machine and attempts to exit the field on foot; roll again on <i>Escape Table B</i>

ESCAPE TABLE A	
1-2	The Lord dies of his wounds
3	The Lord is captured by enemy forces*
4-5	The Lord is found by friendly forces but must miss the next D6-1 games while he recovers from his injuries
6	The Lord is found by friendly forces unharmed

"Forward for the Emperor and the glory of House Trainor," Alaric shouted into the comm-link. He stalked forward with eight metre strides, swinging his massive chainsword above his head and bringing it down as a signal for the advance to begin. He felt invincible, truly at one with the ten-metre tall warmachine in which he rode.

Beside him the other Knights fell into step, each flanked, as he was, by their Squires. The earth shook under the giant warmachines' tread. Sporadic fire erupted from the enemy emplacements. The impact of Baneblade fire threw up showers of earth. Shrapnel pattered off Alaric's legs.

"Spread out," he commanded his men. "You won't be such easy targets."

The formation dispersed a little as they swept over the trenches of the Imperial Guard. The infantry rose up in their wake and followed them. The Trainor Lord recognised the banners of the Crimson Sun Regiment, a few tattered remnants of the Breach Hill massacre.

The exhilaration of battle coursed through Alaric. He felt the presence of his ancestors, knew that they were with him in his command throne. Words of advice and encouragement whispered through his mind.

Young Roget hurtled past him, battle cannon blazing at distant targets. Before this war-banner had been passed, the lad had been never been on crusade. He was desperate for combat and the chance to win honour in Imperial service. Alaric knew that this was a dangerous frame of mind in which to enter the fray.

"Hold your fire and get back in formation, noble Roget. We're not in range and there will be foes for all soon enough."

Chastened, the younger warrior slowed and re-took his position. As he did so, one of Roget's Squires was hit and

ESCAPE TABLE B

1	The Lord is killed while trying to escape
2	The Lord is captured by enemy forces while trying to escape*
3-4	The Lord escapes but is injured and misses the next game recovering from his wounds
5-6	The Lord escapes unharmed

* Captured Lords may be executed at the option of the opposing player. In Knights campaign they may be ransomed back to the owning player again at the opposing player's option (this will be fully explained in the forthcoming campaign rules).

KNIGHT STATISTICS

There are many different designs of Knight but the practical differences between some of them are mainly cosmetic. Therefore both Human and Eldar Knights can be categorised into three classes.

Human noble houses tend to use one type exclusively and detachments will always be made up of a single type.

Note that there are no Eldar Wardens; the practice of retiring from active service and taking up the status of Warden is exclusive to the Human nobility.

toppled in blazing ruin. His scream echoed over the comm-net. Alaric recognised the burning pennon of Ulfrik, a distant cousin who had only recently completed his vigil and earned the right to sit in a command.

Alaric did not have time to mourn his loss. A devastating rain of fire descended from Manticore multi-launchers situated on top of the nearby hills. Desperately he threw himself into an evasive pattern as plumes of shattered earth erupted around him.

All around, crippled Knights fell to earth, victims of the withering fire. The clouds of dust grew so intense that Alaric could hardly see, even with his machine's auto-senses.

As suddenly as it started, the barrage ended. While the dust settled he took a quick glance around to get his bearings. It seemed as if the whole Imperial army was on the march.

Massive Warp Runner Titans advanced, void shields shimmering, their huge weapons sweeping the hilltops clean of the enemy. In front of the metal giants, feral Warhounds loped. Shadow Sword tanks raced across the plain, tracks churning the torn soil. Around them, airborne assault troops hovered like giant flies. Beyond the Titans were ranks and ranks of Rhinos. The final push through Arida Gap had truly begun.

Alaric gave his attention back to the huge earthworks and emplacements within which the enemy lurked. Resolve hardened in his heart. According to the chivalric codes he must avenge his fallen kinsmen. Before he had been fighting for prestige and loyalty to the Emperor.

Now it was personal.

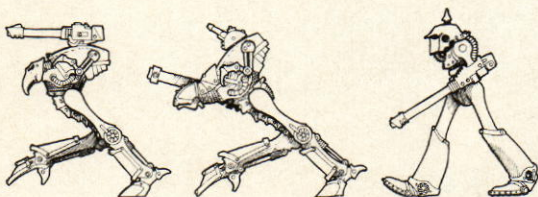
He manoeuvred his remaining Knights to the vanguard of the advance and led them into the charge, heart seething with rage.

HUMAN KNIGHTS

KNIGHT PALADIN					
AR	SAVE	SPEED	BR	WEAPONS	
+1	3+	20/40	220	Close Combat Weapon Battle Cannon (SwF1) Shock Lance	



KNIGHT LANCER					
AR	SAVE	SPEED	BR	WEAPONS	
+1	4+	24/48	220	Lascannon (SwF2) Multi-Laser (SwF1) Shock Lance	



WARDEN					
AR	SAVE	SPEED	BR	WEAPONS	
0	3+	12/24	180	Battle Cannon (SwF1) Multi-Lasers (SwL1, SwR1)	

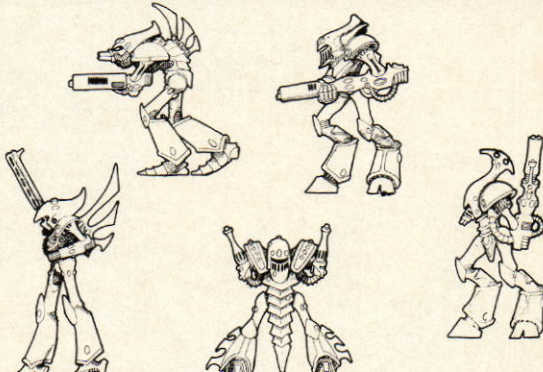


Epic Battle System

INFANTRY TARGETS WEAPONS TABLE					
Attacker	Range		To Hit		Save Mod
	Short	Long	Short	Long	
Paladin	72	-	4+	-	-1
Lancer	20	60	3+	6+	-1
Warden	20	60	3+	5+	-1
Fire Gale	20	60	2+	4+	-1
Bright Stallion	20	60	3+(B)	5+(B)	-1
Towering Destroyer	20	60	3+	5+	-1

ELDAR KNIGHTS

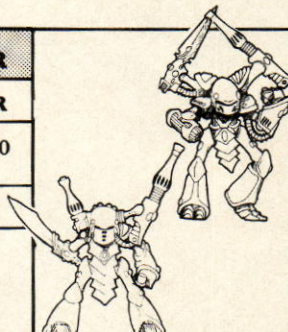
FIRE GALE					
AR	SAVE	SPEED	BR	WEAPONS	
+1	4+	20/40	300	Lascannon (SwF3) Scatter Laser (SwF2) Psychic Lance	



BRIGHT STALLION					
AR	SAVE	SPEED	BR	WEAPONS	
+1	2+	24/48	300	Pulse Laser (FxF1) Scatter Laser (SwF1) Psychic Lance	



TOWERING DESTROYER					
AR	SAVE	SPEED	BR	WEAPONS	
+1	3+	20/40	280	Close Combat Weapon x2 Lascannon (SwF1) Scatter Laser (SwF1) Psychic Lance	



VEHICLE AND TITAN TARGETS WEAPONS TABLE					
Attacker	Range		To Hit		Save Mod
	Short	Long	Short	Long	
Paladin	36	72	3+	5+	-1
Lancer	30	60	2+	5+	-1
Warden	36	72	4+(B)	6+(B)	0
Fire Gale	30	60	2+	5+	-1
Bright Stallion	30	60	3+	5+	-1*
Towering Destroyer	30	60	4+	6+	-1

*causes 1D6 hits

SPACE MARINE™

SQUATS

HOW TO DESIGN A SQUAT WAR HOST BY ANDY CHAMBERS

Steadfast and determined, the Squats survived for millennia cut off from the Imperium and assailed from all sides. Their courage and resilience maintained their freedom and now their warriors and war machines battle on both sides for the fate of the Imperium in the Horus Heresy.

Squats originate from a number of worlds known as the Home Worlds. The Home Worlds contain many planets barren of life but rich in mineral deposits and they formed one of Humanity's first expansion areas during the Dark Age of Technology. During the Age of Strife, the Home Worlds were completely cut off by warpstorms and a distinct Squat culture developed as the technicians and miners of the Home Worlds had to become self-sufficient, relying on technology to survive. Also during this period, the distinguishing physical features of the Squats emerged: their short powerful build and high manual dexterity, ideally suited to their underground existence.

At certain stages in their isolation, the Squats traded with both the Eldar and the Orks. However, when the Home

Worlds were rediscovered by the Imperium, the Squats had already been fighting off the Orks for millennia and regarded the Eldars' failure to help them as black treachery. To this day, the Squats retain a deep racial enmity against both the Orks and Eldar.

When the Home Worlds were rediscovered, the Imperium readily returned the Squats back into the fold. Through several millennia of isolation, the Squats had developed a strong sense of independence and developed a series of mutual defence and trading leagues. In view of the mineral resources and STC materials on the Home Worlds, the Administratum was content to offer the Squats a larger degree of autonomy than normal. Much in the same way as the Knight worlds are simply traded with and expected to supply warriors, so the Squats remain a self-governing league of worlds within the Imperium.

ORGANIZATION

Squat military organization operates on two levels: each army is made up from one or more war hosts, each of which contains a number of brotherhoods and Guild expeditionary forces. A **brotherhood** is composed of several detachments of warriors from a particular stronghold. Each brotherhood is commanded by one of the stronghold's Warlords and his attendant Hearthguard. Squat brotherhoods often fight as mercenary **free companies**, favouring distinctive dress and banners to indicate their stronghold of origin and current affiliation. The Engineers Guild also contribute their own Bike and heavy weapons Trike detachments at this level, forming separate **Guild expeditionary forces**.

In times of war, all the Squat strongholds in a particular league contribute brotherhoods and equipment to form a **war host**. A war host contains three or more brotherhoods and at least one Engineers Guild expeditionary force. A highly revered Squat Lord is chosen to act as **Grand Marshal** for the host. Often the Grand Marshal is almost old enough to reach the status of a Living Ancestor and has many hundreds of years' understanding of strategy and the art of warfare. The Grand Marshal has direct command of a pool of Bike and Trike detachments from the Engineers Guild, brotherhood heavy weapons teams, vehicles, robots, tunnellers and artillery which he attaches to brotherhoods and Guild expeditionary forces as necessary.



Mark Gibbons

DESIGNING A WAR HOST

War hosts are designed by choosing detachments from the Squat army list. Each part of the war host has a separate list for brotherhood detachments, Guild expeditionary force detachments and war host detachments. You keep track of the detachments you have selected by placing detachment counters into boxes on an organization template.

Organization Templates

An **organization template** is a representation of the order of battle used by a war host. When you start designing your war host you will need photocopies of several templates for your own use – you'll need at least three brotherhood templates for each war host you design.

The war host is constructed from three types of template: brotherhood templates, Guild expeditionary force templates and a war host template. Each of these templates is used in conjunction with the appropriate part of the list to construct formations. For instance, to design a Squat brotherhood you use the brotherhood template and pick what detachments to place in it from the brotherhood part of the army list.

A war host is made up of two basic parts: the war host template at the top with three or more brotherhood templates and one or more Guild expeditionary force templates at the bottom. Each war host can contain up to nine Squat brotherhoods, plus a maximum of one Guild expeditionary force for every three brotherhoods in the host.

We've designed a sample war host which you'll find later in this article – if you take a look at this now, you'll see how the different templates fit together.

WAR HOST			
WAR HOST NAME.....			
WAR HOST BR.....			
GRAND MARSHAL AND STAFF..... BR 200. ☐			
DETACHMENT 1	DETACHMENT 2	DETACHMENT 3	DETACHMENT 4
DETACHMENT 5	DETACHMENT 6	DETACHMENT 7	DETACHMENT 8
TOTAL BATTLE RATING.....			

WAR HOST

Symbol: use the space provided to draw in the Squat badge or symbol you've chosen to paint on the vehicles and banners of your war host.

War Host Name: the Squats often name their war hosts, typically using the name of the world the host was formed on or the league it was formed by; eg the Kendal Host or the Bruggen League.

War Host Battle Rating: the total BR of every detachment in the host, including the cost of the Grand Marshal and his staff if they are taken.

Grand Marshal And Staff: tick this box if you want to include the Grand Marshal and his staff in battles.

War Host Detachments: you can place detachments chosen from the war host section of the army list here – one to a box

Total Battle Rating: add up the BR of all the war host detachments.

The **war host template** shows the eight war host detachment boxes and an area at the top to note the war hosts' details. The war host detachments are kept in reserve by the Grand Marshal and assigned to different brotherhoods and expeditionary forces as needed (see the *Special Rules* for details).

The **brotherhood template** contains six detachment boxes with the Hearthguard at the top. Note that two boxes are already filled: these troops are compulsory tactical detachments which have to be placed in each brotherhood anyway so we've added them in on the template for convenience. The **Guild expeditionary force template** contains only four detachment boxes, one of which has already been filled by compulsory troops.

Remember that you can place a maximum of one detachment counter in each box on the template but you don't have to fill all the boxes if you don't want to. The number of detachment boxes in each template is fixed so you can't have more detachments in a formation than it has boxes, though you can of course have less.

BROTHERHOOD

Symbol: draw the Squat symbol you've chosen for the brotherhood in the space provided. You should paint this on the brotherhood's banners – it's a good idea to also colour in this one to help identify the brotherhood in battle.

Brotherhood Name: Each brotherhood is named either after the stronghold it hails from or, in the case of the more flamboyant free companies, after their commander – two examples are the Malonir Brotherhood or the famed Thungrims' Stompers.

Brotherhood BR: Fill in the total BR of all the detachments in the brotherhood – remember to add the cost of the Hearthguard.

Hearthguard: You must decide if you want the brotherhood's Warlord and his Hearthguard to be upgraded to wear exo-armour. Tick the appropriate box on the template and add on the right BR.

Brotherhood Detachment Boxes: Choose detachments from the brotherhood section of the army list and place the correct counters for them here. Each box on the template can hold a single detachment counter. Two tactical detachments are compulsory and have already been included. You don't have to place detachment counters in all the remaining boxes: you can fill some, all or none of the boxes – it's entirely up to you.

BROTHERHOOD		
NAME.....		
BROTHERHOOD BR.....		
HEARTHGUARD 150	HEARTH GUARD CHOOSE TYPE: ☐ EXO ARMOUR ☐ STANDARD	HEARTHGUARD 250
TACTICAL 350	TACTICAL 350	
DETACHMENT 1	DETACHMENT 2	
DETACHMENT 3	DETACHMENT 4	

EXPEDITIONARY FORCE

Symbol: draw a Guild badge in the space provided – when you paint it on vehicles, it'll be tiny so keep it simple.

Force Name: Each Guild expeditionary force is named after some interesting or destructive tool or life form commonly encountered by the Guild Engineers on their travels: typical examples include the Hammers or the Diamondbacks.

Force BR: add together all the battle ratings of the detachments in the force.

Guild Expeditionary Force Detachments: one detachment of Guild bikers is compulsory and you can choose up to three other detachments from the Guild section of the army list.

GUILD EXPEDITIONARY FORCE	
FORCE NAME.....	
FORCE BR.....	
GUILD BIKES 550	DETACHMENT 1
DETACHMENT 2	DETACHMENT 3

Detachment Counters

Each **detachment counter** represents one of the detachments available in the army list. You'll find a sheet of detachment counters later in this article; photocopy the sheet and stick it to some stiff card before cutting out the counters. Remember, you may need several sheets of counters to fill out your whole war host.

To help you identify the detachment type, each counter has an illustration of the infantry or vehicle type in the detachment as well as its name. At the bottom of the counter is the battle rating for the whole detachment. The army list tells you exactly what's in each detachment and how many vehicles or infantry stands you'll need to represent it on the table top. Once placed on the templates, the detachment counters give you an instant visual representation of what's in a formation.

Filling the Organization Templates

Start off by photocopying a number of templates and detachment counters. When you've done this, consult the army list to find out what detachments you can place on each template. The army list is broken down into three sections: brotherhoods, Guild expeditionary forces and war host level detachments. The appropriate part of the army list tells you the minimum and maximum number of detachments of each type you can take. These limitations apply to each template (not to the whole war host) and where appropriate we've included compulsory detachments on the template itself for convenience. The army list also tells you exactly what each detachment contains.

You can start off by filling out the war host template first but it's generally easier to do a few brotherhoods and get a general feel for the basic formations of your war host before deciding on what you want to place in support of them.

When you're happy with your organization, fix the counters in place and write in the total battle ratings of the brotherhoods, Guild expeditionary forces and the war host detachments. Finally, photocopy the whole sheet to make a permanent record of it.

BATTLEFORCES

It's rare for a Squat war host to fight alone. Each war host is part of a trading league and when the fighting starts the whole league pitches in. Also, Squats fulfilling their duties to the Emperor are often found fighting alongside Imperial Guard and Marine forces as part of a full battleforce. Squat troops are eagerly sought after to be placed in battleforces where their fighting ability is only outshone by their technical expertise.

A battleforce is any large formation including regiments and allied battalions temporarily placed together for the course of a single campaign – a battleforce can be almost any size ranging from a single war host or regiment plus allies to a force combining dozens of war hosts and regiments created to undertake a major action such as the conquest of whole continent or planet. By using this army list in conjunction with those already published for the Marines and Imperial Guard you can create your own combined battleforce.

You can include as many formations in your battleforce as you like, though you should agree with your opponent how large a battleforce you intend to use before you start the game. The battleforce you design and use will dictate what groupings of detachments you can pick from – the BR of the whole battleforce doesn't affect the BR of the army you actually field as you'll only be picking part of the battleforce for each game. Remember, the larger your battleforce the greater the selection of troops you'll have available, though we've found that a battleforce of three or four regiments or war hosts gives you the best combination of practicality and variation.

When you arrange to play a game of Space Marine you should take along a battleforce consisting of a number of predesigned regiments and war hosts. The detachments you use in the game are selected from the formations in your battleforce.

Using a Battleforce

Once you have decided on the points available for the game, you select your detachments subject to the following limitations:

1. One of the regiments or war hosts in the battleforce is picked as the **main attack formation** – this unit is providing the core of the troops used in the battle. If the main attack formation is a Squat war host, it may use war host level detachments without restriction and may employ any number of brotherhoods or Guild expeditionary forces. Each brotherhood or Guild force picked must be used in full: every detachment must be fielded and the full battle rating paid for the whole formation.
2. You may also use brotherhoods and Guild expeditionary forces from other war hosts in the battleforce but they are restricted to contributing a maximum of three brotherhoods and one Guild expeditionary force each. Again, each brotherhood or Guild force must be used in full.
3. One war host level detachment may be used for each brotherhood or Guild expeditionary force picked from a host which isn't acting as the main attack formation.
4. You may spend up to up to 25% of your points on support counters (see the *Space Marine* rulebook).
5. You may spend any amount of points on Titans from allied Orders or battalions from allied Marine and Guard regiments in your battleforce. Remember that allied formations may never act as the main attack formation so you will only be able to select detachments from the battalion level, never from the regimental level. See the appropriate army lists for further information.

Allies

Squats may be allied to Imperial Guard and Marines. Squats fought on both sides during the Heresy so they can be part of a Loyalist or a Traitor force.

Squats fighting against Chaos will join a force containing Eldar allies but the Squats may not act as the main attack formation. Their mutual distrust of one another means that Eldar and Squat units on the same side will only move at half speed while they are within 24cm of each other.

THE SQUAT ARMY LIST

There are separate sections in the army list for brotherhoods, Guild expeditionary forces and war host detachments. Each section contains a number of boxes. Each box in the list represents one detachment type and has three pieces of information in it.

Number Available: At the top of the box it gives the minimum and maximum numbers of detachments of this type you can place on the template. For example, in the brotherhood section of the list it states that a brotherhood may have *0-4 Support Weapons Detachments*. This means the brotherhood may have four, three, two, one or none – it's your choice. In this box there's a selection of counters to choose from so you could take any combination up to the maximum limit – say, 2 Thudd Gun detachments, one Mole Mortar detachment and one Tarantula detachment.

Counters: Below the number available are examples of the counters that represent the detachments in this box. These counters are the same as those we've provided for you to photocopy. They give the detachment type and the battle rating for the whole detachment, and have an illustration on them for easy identification. You may find it helpful to place your card counters in these spaces to have them readily available as you fill out the templates.

Units In Detachment: Below the counter illustration is a list of the number and type of the vehicles or infantry stands in the detachment. To continue our previous example, a support weapons detachment comprises five weapons of the type shown on the counter. You can't mix

different types of vehicles in a detachment even if they appear in the same box. So in a support weapons detachment you could have, for example, five Mole Mortars or five Rapiers, but you couldn't have, say, three Mole Mortars and two Rapiers in the same detachment.

Note that the Hearthguard and Grand Marshal boxes have a slightly different format – see the *Special Rules* for details of these units.

SQUAT INFANTRY AND VEHICLES

INFANTRY	Speed	Save	CAF	Basic	Support	BR
Tactical	6/12	5+	+2	Lasguns	Missile Launcher	55
Assault	6/12	5+	+4	Bolt Pistols	None	40
Support	6/12	5+	+4	5 x Heavy Bolter	None	70
Hearthguard	6/12	4+	+4	Bolters	Heavy Plasma Gun	75
Exo-Armoured Hearthguard	6/12	2+	+6	Bolters	Heavy Plasma Gun	125
Guild Trikes	32/48	5+	+2	Bolters	None	90

VEHICLES	AR	Save	CAF	Speed	Weapons	BR
Guild Trike	+2	6+	+1/0	32/48	Multi-Melta (Tl2)	75
Notes: armoured vehicle; may snapfire while moving						
Exo-Bikes	+2	5+	+3/0	32/48	Las-Cannon (FxF1) Bolter (SwF1)	75
Notes: armoured vehicle						

Harald Harreksonn rubbed his eyes with the knuckles of his massive fists. A wave of weariness swept over him. *Where will it end?* the Grand Marshal of the Bruggen League asked himself. Aware that all eyes were on him, the old Squat straightened his back and forced a calm smile for the other commanders.

"Do we pull out?" asked Gotri Njalsonn, warlord of Tengen Hold. "Dare we abandon our brethren to certain death? Have we so lost all pride that we would foreswear our oath of kinship?"

Harald shook his head. Gotri spoke with the impetuosity of youth yet his words rang with the call of honour, swaying many of the host's commanders. Harald wished this decision had not fallen to him. He was old and white of beard. He had lived a life full of honour. Soon he would either die or become a Living Ancestor. Bones. At this moment, he longed for such end to repsonsibility; the choice he had made sickened him.

"We retreat," he said, gazing bleakly around the command post, ignoring the gasps of his fellow commanders. Gotri spluttered with rage.

"We cannot abandon the Bjornlings. Their bravery this day does credit to us all. We must save them. Have you no pride? Does their courage not stir you?"

"They are a credit to their ancestors and their hold but we have no choice." Harald spoke slowly and

distinctly. He heard the death sentence implicit in every word. "We do not have the manpower to push back the Orks. We would simply waste more lives. We have spent too much of that coin this day."

Gotri glared at him contemptuously. "You have no honour. You would break our oath of brotherhood with the Bjornlings."

Harald gazed back at him evenly. "No-one in this host has acquired more honour than I. That is why I am your leader. Will you foreswear your oath to take my orders, Gotri, son of Njal?"

For a moment, Harald feared Gotri might refuse. Eventually, the warlord turned to leave the command post followed by his Hearthguard. "I will obey you, Harald Harreksonn. But the shame of this day will be yours."

He paused and anger drained out of him. "There's still a chance we could rescue them," he said imploringly, tears in his eyes.

"Too slim," said Harald in a voice like stone breaking, knowing that in his heart of hearts he would always be haunted by the possibility of saving his brave comrades. He wondered where he would find the strength to bear the shame of ordering this retreat and how this decision would look in the eyes of his ancestral spirits. He hoped his judgment would prove sound.

SPECIAL RULES

All of the rules in *Space Marine* and apply to Squats except as noted below.

The Warlord and Hearthguard

Each brotherhood is commanded by a Warlord who is accompanied into battle by his elite Hearthguard. The Hearthguard are hand picked from the warrior aristocracy of the stronghold and are an imposing sight on the field, dressed in lavishly decorated equipment and armour. A particularly wealthy Warlord may supply his Hearthguard with exo-armour to turn them into a truly prestigious force.

Each brotherhood has its Warlord and his Hearthguard already included on the brotherhood template. Whenever the brotherhood is used, the Warlord is automatically included. The template includes a tick box so you can field the Hearthguard either in their standard carapace helmets and breastplates or in exo-armour at an increased cost – just tick the relevant box and remember to add the extra 100 BR to the brotherhood's total battle rating.

The Warlord and Hearthguard are represented by two stands on the table, one of which includes the Warlord himself. The Warlord and his Hearthguard may act as separate detachments and follow the normal rules except in these respects:

1. The Hearthguard is a very distinctive unit and may be picked out and attacked even if it is not the closest infantry target in range. This rule does not apply if the Hearthguard is within 6cm of another friendly infantry detachment.

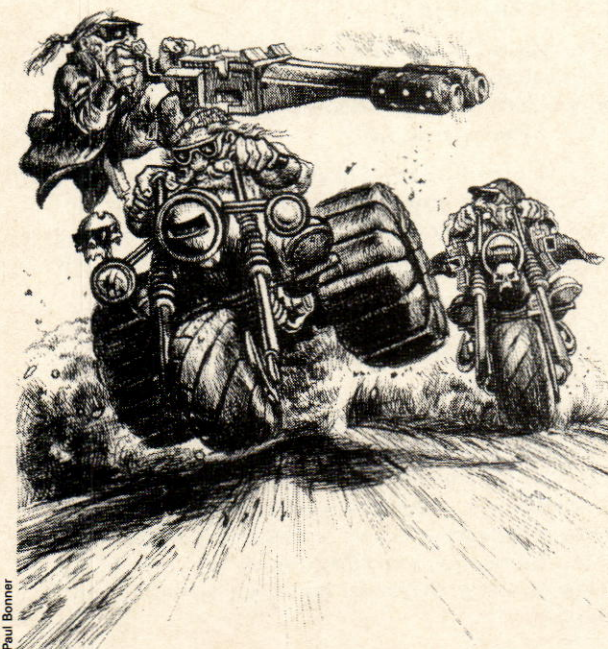
2. In the orders phase the Warlord may take command of a detachment which has lost its commander if it is within 12cm of him. This means the detachment will not be forced to take a morale check this turn and may be ordered normally.
3. The Warlord may spot for indirect fire and off-table support. The Warlord also receives +1 on all support requests.
4. Detachments from the Warlord's brotherhood may use the special hollow square formation (see later) if the Warlord is within 12cm of the detachment.
5. Hearthguard stands are always elite – see the *Space Marine* rulebook for full details of elite status troops. The CAF bonus and BR increase for elite status have already been included in the Hearthguard stats.

The Grand Marshal and Staff

The Grand Marshal and his personal aides are often to be seen on the battlefield. They are a magnificent sight, dressed in their exo-armour, passing amongst the troops and exhorting them to great acts of courage. The Grand Marshal also plays an important role in the planning and execution of a war host's battle plan, using his wealth of experience to predict enemy actions and outmanoeuvre his opponents.

If a war host is acting as the main attack formation in a battleforce, the Grand Marshal and his staff may be used on the tabletop for a BR of 200. The unit is represented by a detachment of five Exo-Bikes which are subject to the following special rules:

1. The detachment representing the Grand Marshal and his staff is always elite.
2. To represent the pre-planning undertaken by the Grand Marshal before a battle, he may send up to two detachments of Squats on a **flank march**. Flank marching detachments must have an advance rate of at least 20cm or be mounted on vehicles with an advance rate of 20cm. Flank marchers are not deployed at the beginning of the game; instead, roll a dice on the second and subsequent turns in the orders phase. If the number rolled is equal to or less than the current turn number the flank marching detachments may enter at any point on either neutral table edge (ie one of the table edges that neither side set up on). If the roll is a six, the detachments may enter on the enemy's own set-up edge. The Grand Marshal may start rolling for entry of flank marchers later than the second turn if he wishes but once he has started rolling for them he must roll on every subsequent turn until they arrive. On the turn of arrival, flank marchers may have advance or charge orders.
3. The Grand Marshal's tactical ability and great experience mean he may also issue two orders counters to a detachment from his war host within 24cm of him or alternatively issue two order counters to his own detachment. A detachment with two order counters may select which one to use after the enemy has revealed his orders for the turn.
4. If the detachment representing the Grand Marshal and his staff is destroyed, all the Squats from his war host within 24cm must take a morale test in the following order phase at an additional -2 modifier. The results apply for the following turn only.



Paul Bonner

Morale

Any brotherhood infantry detachment without a Hearthguard stand in the orders phase must take a morale test to determine its orders for that turn.

Roll a D6, add any appropriate modifiers, and consult the table below.

Modified Roll	Result	Permitted Orders
6 or more	Pass	Any
2-5	Pinned	Fall back or first fire
1 or less	Fall back	Fall back only

Morale Modifiers

Hearthguard within 12cm	+1
All stands in the detachment in hard cover or in a hollow square formation	+1
Detachment has 2 or less remaining stands	-1
Detachment had fall back orders last turn	-1

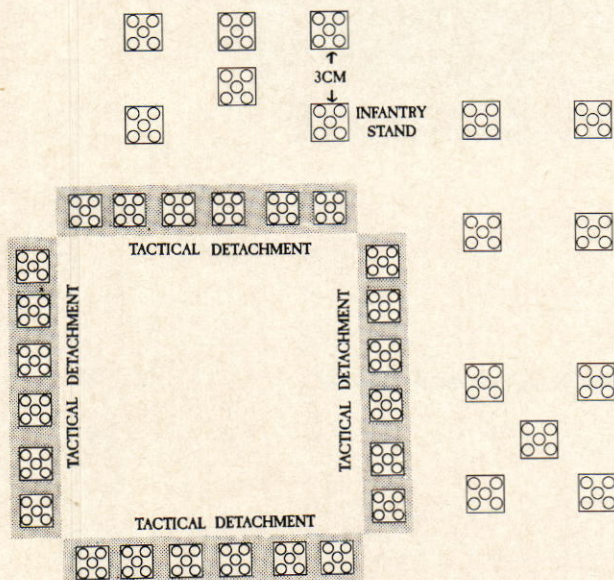
Formations

Stands in Squat infantry detachments must remain within 3cm of at least one other stand in the detachment. The commander of a detachment must be attached to one of the stands in the detachment and is lost if the stand is destroyed.

Guild Bike detachments are independent formations and they do not require a command stand to be issued with orders. Also, Guild Bike stands only need to remain within 6cm of another stand from the same detachment to maintain formation.

Brotherhood Hollow Squares

Squat infantry are renowned for their determination and resilience under fire. To make best use of these qualities, the brotherhoods have developed a special formation known as the **hollow square**. To form a hollow square, the Squat stands in it must have their brotherhood's Hearthguard within 12cm at the start of the turn and then move into one of the positions shown below.



Here are some examples of how the hollow square is formed from a detachment containing six, five and four stands and one formed from several infantry detachments.

All the stands in a hollow square gain certain advantages:

1. All stands in the square gain +1 to their CAF.
2. Mounted units do not receive a charge bonus to their CAF against the square.
3. Squats in square formation do not need to take a morale check until all the stands with commanders in the formation have been destroyed.

Stands in the square may only be given first fire or advance orders without breaking the formation. If several detachments are in a square together, they must all be given the same orders.

In the end phase of the turn, the Squat player may rearrange stands in the square to maintain formation. Note that this may only be done to compensate for losses and stands cannot be moved more than 6cm.

Squat Field Artillery

Because of the great technical skill of their Guild Engineers, Squats are able to fit small power fields onto nearly all their heavy equipment – this is why Guild Trikes and Exo-Bikes count as armoured vehicles despite their relatively small size. For this reason, Squat field artillery count as being armoured vehicles with a saving throw of 6+. The increase in their battle ratings has already been included on the detachment counters.

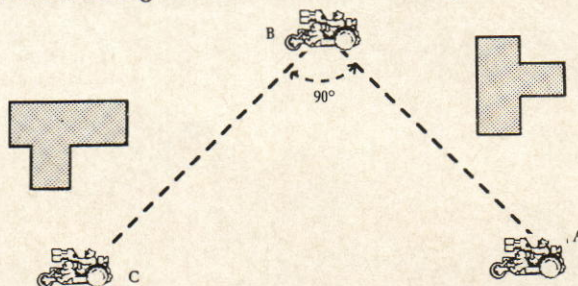
War Host Transport Pools

Each war host maintains a number of Rhinos. These are used to move equipment and supplies behind the battleline and to transport brotherhood infantry detachments into battle as mechanized infantry.

The transport pool counters are not specific detachments; each counter represents the ability of a particular war host to muster enough Rhinos to mount its infantry. The Squat player may specify which detachments he is giving access to the transport pool before the start of the battle, up to two detachments per transport pool. Each detachment receives a number of Rhinos equal to the number of stands in the detachment divided by two and rounded up.

Guild Trike Hit and Run Tactics

Guild Trike crews are able to perform a specialized manoeuvre in which they approach their target at high speed, then skid around at the last moment and fire, before speeding away again. To represent this, Guild Trikes may snapfire while moving. The attack must be combined with a 90° turn and standard hit modifiers apply. If the unmodified roll to hit is 1, the Trike overturns while executing the manoeuvre and is destroyed.



The trike starts moving from point A, reaches point B, making its 90° turn and firing as it does so, before moving back into cover at point C.

SAMPLE SQUAT WAR HOST

Designing a war host may seem a daunting task at first. To help you, I've designed one of my own and I'll go through it step by step and explain the decisions I made.

The first thing to do is decide on the size of the war host. I think in this case that six brotherhoods and two Guild expeditionary forces should supply me with all the space I need: if the war host is too large, brotherhoods simply end up duplicating each other, which is a waste – I may as well include more war hosts in my battleforce and gain access to more war host detachments that way. Any smaller and I can't have two Guild expeditionary forces (which I particularly want), plus the brotherhoods won't be diverse enough to cover some situations.

Having decided on the size of the host, I stick all the correct templates onto a large piece of card. I also prepare some detachment counters for the next step of actually designing the brotherhoods and Guild forces that make up the host. I'm starting at the bottom and working my way up because I want to know what support the brotherhoods will need before I decide on what war host detachments to take.

It's important to visualize the way you intend to fight with your forces and create each brotherhood with a specific mix of detachments to accommodate this. I know the Squat tactical detachments will form the bulk of any brotherhood I field so I need to look at the strengths and weaknesses of the tactical detachments and cover any failings with supporting detachments. Overall, the Squat tactical detachments are excellent – they have high morale, they're well armed and they're quite cheap. On the deficit side, they're slow and can potentially get pinned down easily by enemy vehicles because they have to remain stationary to shoot back with their heavy weapons. With these factors in mind, I start designing the brotherhoods.

The Malonir Brotherhood: I want to make this brotherhood a fairly flexible one so I add a support detachment and a Tarantula detachment to beef up its firepower against infantry and vehicles respectively. The support detachment will need to be used with care as it only comprises three stands, but the devastating punch of five heavy bolters per stand means it should prove worth having. The Tarantulas are simply there to ward off enemy vehicles so in a battle they'll need to be deployed up front and kept on first fire orders whenever possible. I opt to make the Hearthguard a standard one to save on points. This brings the whole brotherhood to a fairly affordable 1350 points.

The Bruggen Brotherhood: I want this brotherhood to operate as a 'line' formation to soak up enemy fire and give as good as it gets. To add the necessary numbers I put in an extra tactical detachment. I've found Mole Mortars to be incredibly useful in the past so I add in a detachment to ensure good anti-infantry fire support is available to the brotherhood. I opt for giving the Hearthguard exo-armour this time to increase their survivability. In a battle, I'll want to get this brotherhood deployed in cover as quickly as possible to form a front line and pin the enemy down with long range missile launcher and Mole Mortar fire while other units move into position. In total the Bruggen Brotherhood come to 1550 points.

The Gruben Brotherhood: The Gruben Brotherhood is a fire support formation with two detachments of Thudd Guns. This brotherhood is too fragile to use in attack but will make a good defensive formation against specific opponents such as Orks or Imperial Guard who might try to overwhelm me with infantry wave attacks. Again, I opt to make the Hearthguard standard to keep the cost of the brotherhood down, making the Gruben Brotherhood 1350 points.

The Hammers: This Guild force will be one of the few really mobile formations I'll have available to me. The trikes and bikes are fairly vulnerable to enemy fire so I'll deploy them on a flank or keep them in reserve until the right moment. I've already got plenty of units capable of dealing with enemy infantry so I don't bother taking any more Guild bikers. However, I want as many trikes as possible, both because they're useful and also because I like the models, so I take both the trike detachments and leave it at that. The total battle rating of the Hammers comes to 1150 points.

Diamondbacks: This is the second Guild force in the war host. This time I limit myself to just one detachment of trikes to create a cheaper formation. At 850 points they're more affordable and open up the option for using both Guild forces together to form a good mobile strike force.

The Grindel Brotherhood: So far most of the brotherhoods are rather expensive. So, for the occasions when points are limited or I want to use another main attack formation with the Squats acting as allies, I've tried to keep this formation cheap and effective. I've done this by sticking to the basic compulsory troops with the addition of a Tarantula detachment for fire support. By choosing to have the Hearthguard as standard, I manage to keep the points for this brotherhood down to 1100.

The Kelekan Brotherhood: Working on the same principles as those for Grindel Brotherhood I decide to use just the basic troops in the brotherhood with no additional detachments. This means the Kelekan Brotherhood can be used to fill out a force with excellent Squat tactical detachments for a minimal cost of 850 points.

Thungrim's Stompers: I want the last brotherhood to be a strong one, able to undertake assaults on its own. I include one extra tactical detachment, plus an assault and a support detachment to give it the necessary numbers and firepower. Supporting fire is supplied by a detachment of Mole Mortars and I give the Hearthguard exo-armour so they can move near the front without getting blown away by the enemy. The total for Thungrim's Stompers is 2050 points – this is expensive but remember that it contains enough infantry to supply all my needs in a small battle and could easily form a whole flank or the centre in a larger game.

War Host Detachments: Now I've worked out all my line formations, I can see what I need to put at war host level to be handed out as needed to support the troops. The war host also gives me somewhere to place things I particularly want to collect because I like the models or I think they'll be interesting to use. The biggest necessities I have to address first are transportation for some of my

infantry and some heavy artillery to pound the enemy. I take two detachments of Bombards to fulfill my artillery needs and a transport pool to supply some Rhinos. I'm torn as to whether or not I should take the second transport pool. Though it's tempting, in the end I forgo the second transport pool in favour of adding more support weapons and plump for a detachment of Tarantulas instead.

So far, I haven't taken any Rapiers in my war host so I include detachment of them – I can experiment with them for a few battles and see if they're worth having. Tunnellers would be able to supply me with both transport and firepower when they emerge so I think a detachment of Moles would be well worth the points. I want Moles rather than Termites because the transport ability of Moles is twice that of Termites, plus the greater firepower of multi-launchers over las-cannon (which I've got in large numbers already) will prove more useful. For my final two boxes I add a detachment of Nobles and a Guild Trike detachment – this way I can take some light, fast vehicles without having to use a whole Guild expeditionary force.

Finally, I opt to take the Grand Marshal and his staff – for 200 points it'd be criminal not to. The special skills of the Grand Marshal will prove very useful in some situations, plus the fighting ability of an elite Nobles detachment can't be overlooked. The total for the whole war host comes to 12750 points.

Tactics

Finally, a word about tactics. I'll limit myself to commenting on purely Squat battleforces, though everything I say here applies equally to Squats in a battleforce with allies. Squat brotherhoods are relatively large and expensive so I've endeavoured to make each one a self-contained unit with its own support weapons. In most games, I'll only be able to use two brotherhoods

and this means it's essential to pick the most effective brotherhoods, taking into consideration the terrain and the opponent – it's no good picking a brotherhood with Tarantula support if they're going to be streetfighting against infantry, for instance.

Probably the best tactic for the Squats is to get on first fire orders with a good field of fire and blast away at the enemy until they run out of targets and then move up. Because the Squats' strength is in their infantry, they'll do best on the defensive in dense terrain using their firepower to whittle the enemy down. In an attack, they'll have to rely on a very gradual advance using detachments on first fire to maintain the pressure as other detachments move forward.

As I mentioned above, the lighter vehicles like Guild Trikes need to be used with great care to avoid them being shot to pieces – the high speed of these types means its very tempting to fling them too far forward and get them destroyed while they're unsupported. Sometimes it's useful to pin the enemy down in this way while your main force gets into position but for the most part it's better to keep them in reserve until the enemy starts to falter or breaks through, and then use them to lead a counterattack.

The special rules for Squats include a few unique tactics they can use: don't fall into the trap of using them just because you can – use them when they're appropriate. The hollow square, for instance, is an excellent defence against overruns and close assaults, but it's madness to use it if enemy artillery can range in on you – you can guarantee that such a densely-packed target will receive their full attention! Similarly, sending detachments on a flank march can turn an enemy's flank or disrupt his plans but if badly timed can simply end up with your forces being destroyed piecemeal. Remember, patience and tenacity are the Squats' speciality – if you keep a steady battle line and keep firing you should do well.

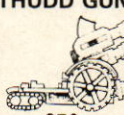
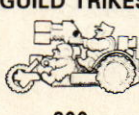
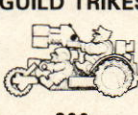
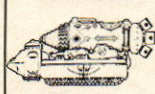
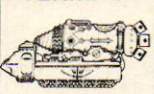
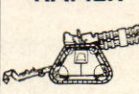
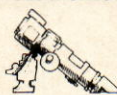
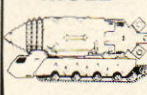
WAR HOST											
WAR HOST NAME: <u>KARPAN, HENSE, HOST</u> WAR HOST BR.: <u>12750</u> GRAND MARSHAL AND STAFF: <u>200 BR 200</u>											
GUILD EXPEDITIONARY FORCE FORCE NAME: <u>THE HAMMERS</u> FORCE BR.: <u>1150</u> GUILD TRIKE: <u>150</u> GUILD TRIKE: <u>300</u> GUILD TRIKE: <u>300</u> DETACHMENT: <u>3</u>				WAR HOST GUILD TRIKE: <u>300</u> BOMBARD: <u>300</u> TARANTULA: <u>250</u> RAPIER: <u>250</u> NOBLES: <u>400</u> BOMBARD: <u>300</u> MOLE: <u>500</u> TRANSPORT POOL: <u>500</u> TOTAL BATTLE RATING: <u>2500</u>				GUILD EXPEDITIONARY FORCE FORCE NAME: <u>DIAMOND BACKS</u> FORCE BR.: <u>850</u> GUILD TRIKE: <u>150</u> GUILD TRIKE: <u>300</u> DETACHMENT: <u>1</u> DETACHMENT: <u>2</u>			
BROTHERHOOD NAME: <u>MALCNIK, BASTHERHO</u> BROTHERHOOD BR.: <u>1350</u> HEARTGUARD: <u>150</u> HEARTGUARD: <u>250</u> TACTICAL: <u>300</u> TACTICAL: <u>300</u> SUPPORT: <u>250</u> TARANTULA: <u>250</u> DETACHMENT: <u>3</u> DETACHMENT: <u>4</u>		BROTHERHOOD NAME: <u>BRUGEN, BROTHERHO</u> BROTHERHOOD BR.: <u>1550</u> HEARTGUARD: <u>150</u> HEARTGUARD: <u>250</u> TACTICAL: <u>300</u> TACTICAL: <u>300</u> TACTICAL: <u>300</u> MOLE MONITOR: <u>250</u> DETACHMENT: <u>2</u> DETACHMENT: <u>4</u>		BROTHERHOOD NAME: <u>GRUBEN, BROTHERHO</u> BROTHERHOOD BR.: <u>1550</u> HEARTGUARD: <u>150</u> HEARTGUARD: <u>250</u> TACTICAL: <u>300</u> TACTICAL: <u>300</u> THUDO GUN: <u>250</u> THUDO GUN: <u>250</u> DETACHMENT: <u>2</u> DETACHMENT: <u>4</u>		BROTHERHOOD NAME: <u>SHANDEL, BROTHERHO</u> BROTHERHOOD BR.: <u>1100</u> HEARTGUARD: <u>150</u> HEARTGUARD: <u>250</u> TACTICAL: <u>300</u> TACTICAL: <u>300</u> TARANTULA: <u>250</u> DETACHMENT: <u>2</u> DETACHMENT: <u>4</u>		BROTHERHOOD NAME: <u>KELEKAN, BROTHERHO</u> BROTHERHOOD BR.: <u>850</u> HEARTGUARD: <u>150</u> HEARTGUARD: <u>250</u> TACTICAL: <u>300</u> TACTICAL: <u>300</u> DETACHMENT: <u>2</u> DETACHMENT: <u>4</u>		BROTHERHOOD NAME: <u>THUNGOM, SCAMPES</u> BROTHERHOOD BR.: <u>2050</u> HEARTGUARD: <u>150</u> HEARTGUARD: <u>250</u> TACTICAL: <u>300</u> TACTICAL: <u>300</u> TACTICAL: <u>300</u> ASSAULT: <u>250</u> MOLE MONITOR: <u>250</u> SUPPORT: <u>250</u>	

WAR HOST

WAR HOST NAME.
 WAR HOST BR.
 GRAND MARSHAL AND STAFF. ...  BR 200.

DETACHMENT 1	DETACHMENT 2	DETACHMENT 3	DETACHMENT 4
DETACHMENT 5	DETACHMENT 6	DETACHMENT 7	DETACHMENT 8

TOTAL BATTLE RATING

SUPPORT  250	TACTICAL  350	TACTICAL  350	TACTICAL  350	TACTICAL  350
SUPPORT  250	ASSAULT  250	ASSAULT  250	NOBLES  400	NOBLES  400
GUILD BIKES  550	GUILD BIKES  550	GUILD BIKES  550	GUILD BIKES  550	ROBOT  150
THUDD GUN  250	THUDD GUN  250	GUILD TRIKES  300	GUILD TRIKES  300	TRANSPORT POOL 
TERMITE  300	TERMITE  300	BOMBARD  300	RAPIER  250	RAPIER  250
MOLE MORTAR  250	MOLE MORTAR  250	MOLE  500	MOLE  500	TARANTULA  250

BROTHERHOOD

NAME
 BROTHERHOOD BR.

HEARTHGUARD  150	HEARTH GUARD CHOOSE TYPE: ☐ EXO-ARMoured ☐ STANDARD	HEARTHGUARD  250
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TACTICAL  350	TACTICAL  350
DETACHMENT 1	DETACHMENT 2
DETACHMENT 3	DETACHMENT 4

GUILD EXPEDITIONARY FORCE

FORCE NAME.
 FORCE BR.

GUILD BIKES  550	DETACHMENT 1
DETACHMENT 2	DETACHMENT 3

EPIC SQUAT ARMY LIST

BROTHERHOOD DETACHMENTS

HEARTHGUARD



2 HEARTHGUARD STANDS
1 COMMANDER

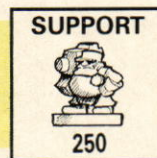
The Hearthguard may be upgraded to wear
exo-armour by paying the higher BR

2-4 SQUAT TACTICAL DETACHMENTS



5 TACTICAL STANDS
1 SUPPORT STAND
1 COMMANDER

0-2 SQUAT SUPPORT DETACHMENTS

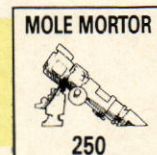


3 SUPPORT STANDS
1 COMMANDER

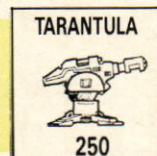
0-4 SUPPORT WEAPON DETACHMENTS



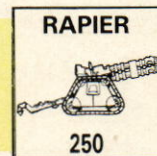
5 THUDD GUNS



5 MOLE MORTARS



5 TARANTULAS



5 RAPIERS

0-2 SQUAT ASSAULT DETACHMENTS

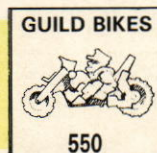


5 ASSAULT STANDS
1 COMMANDER



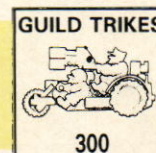
GUILD EXPEDITIONARY FORCE DETACHMENTS

1-4 GUILD BIKE DETACHMENTS



6 GUILD BIKE STANDS

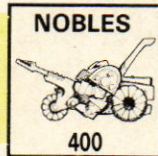
0-2 GUILD TRIKE DETACHMENTS



5 GUILD TRIKES

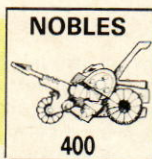
WAR HOST DETACHMENTS

GRAND MARSHALL AND STAFF



5 EXO BIKES

0-4 NOBLES DETACHMENTS



5 EXO-BIKES

0-2 GUILD BIKE DETACHMENTS



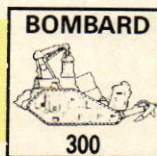
6 GUILD BIKE STANDS

0-2 GUILD TRIKE DETACHMENTS



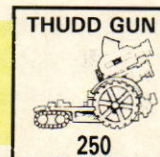
5 GUILD TRIKES

ANY NUMBER OF ARTILLERY DETACHMENTS

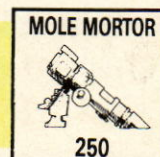


2 BOMBARDS

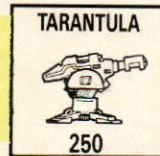
ANY NUMBER OF SUPPORT WEAPON DETACHMENTS



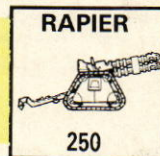
5 THUDD GUNS



5 MOLE MORTARS

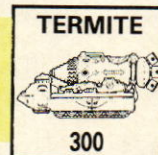


5 TARANTULAS



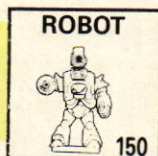
5 RAPIERS

ANY NUMBER OF TUNNELLER DETACHMENTS



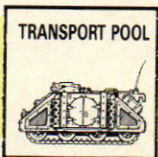
3 TERMITES
3 IMPERIAL MOLES

ANY NUMBER OF WALKER DETACHMENTS



5 OF ANY ROBOT

UP TO 2 TRANSPORT POOLS



1 RHINO PER
2 INFANTRY STANDS

Each transport pool may supply enough Rhinos to mount up to two infantry detachments

SPACE MARINE™

ORKS

HOW TO DESIGN AN ORK HORDE IN EPIC SCALE

BY ANDY CHAMBERS

Orks are the most warlike and prolific race known to man. Their unique brand of Kultur is brought to the rest of galaxy on the great tidal wave of Orkiness known as the Waa-Ork. The Waa-Ork begins with the spontaneous gathering of Orks around construction sites of Gargants, the gigantic machine-idols of the Orks which epitomise the crude, powerful Orkish gods. As the construction of the Gargants nears completion the whole of Orkdom reaches a fever pitch of armament and preparation until the Gargants finally waddle forth, belching fire and smoke to signal the beginning of a new Waa-Ork.

Orks are the largest and strongest members of the Orkoid race, which also includes the smaller Gretchin and diminutive Snotlings as related sub-species. The Orks naturally form a warrior elite and use the smaller Grots 'n' Snots as servants and slaves.

The Gretchin use their sly cunning to make sure their roles are as comfortable as possible by making themselves indispensable to the Orks who tend to be lazy and forgetful when there isn't a war on. The Snotlings are tiny and of very limited intellect and so end up doing all the jobs the Orks won't do and the Gretchins wriggle out of, like collecting and tending fungus in the Ork cesspits.

The Orks themselves are warriors (**Da Boyz**) or nobles (**Nobz**) for the main part. Some, however, are born into stranger lifestyles as **Oddboyz**. Oddboyz are Orks who for one reason or another pursue a role within Ork society which isn't purely involved in fighting (though they do come to battles, of course) – that's why they're Oddboyz.

The most commonly known Oddboyz are **Mekaniaks**, also known as **Mekboyz** or **Meks**. Meks are the Ork engineers who build and maintain the bewildering array of vehicles, weapons, spacecraft and machinery used by Orks. Mekboyz are great innovators and inventors but seldom plan their creations before they begin; rather they take an idea from something they've seen or heard about and construct it, kustomisin' it in typically Orky fashion with additional bolts and spiky bits as they go along.

Meks have an instinctive talent with machines and their unlikely creations often work surprisingly well, though it must be said there are often some spectacular accidents and malfunctions. Mekboyz have a particular affinity for force fields and matter transmission devices – they particularly enjoy the crackling power and deep thrum of power fields, tractor beams and similar devices. In this area they have produced machines whose effects defy explanation even by the Adeptus Mechanicus, giving rise to the theory that the Orkoid race is the degenerate survivor of a much older, more advanced civilisation and that the Meks are simply recreating half-forgotten achievements of this lost race.

Other types of Oddboy include Painboyz and Weirdboyz. **Painboyz** specialize in patching up wounded Orks and fitting bionik bitz built with the aid of Meks. Painboyz also co-operate with Meks to create Ork Dread-noughts and Cyboars (cyborg Boars ridden into battle). **Weirdboyz** are rare psychic Orks who act as channels for the psychic power generated by Orks in battle.

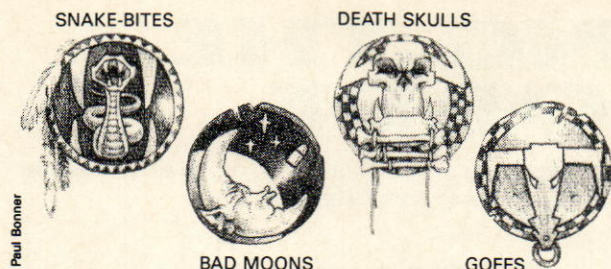
Another common type of Ork often seen in battle are Madboyz. **Madboyz** are deranged Orks who suffer a wide range of manias – not that this makes them any less useful on the battlefield as they have a habit of doing just the right thing at the right time (and occasionally the wrong thing at altogether the wrong time). Nonetheless, the Madboyz' fearlessness and manic strength make them a great asset.

Orks don't have a strict military organization; they fight and raid in relatively small groups known as **warbands**. Warbands are composed of a number of **mobz**, each usually containing 10-40 Ork warriors on foot or a lesser number of Orks in vehicles. Each warband is led by a **Warboss** who keeps the mobz together through a mixture of strength and Orky cunning – Warbosses are not trained to lead, they are simply Orks who have demonstrated that they have the right amount of Orkiness to impress their troops.

Any large group of Orks is known as a **tribe**. A tribe may be nomadic or settled on a single world or continent. Some tribes are small empires in their own right – others are migrating groups of pirates and raiders aboard space hulks.

Most Orks have itchy feet and are often inclined to move from place to place, especially during the Waa-Ork. When Orks go to war or join a Waa-Ork, the biggest Boss in the tribe just tells the other Warbosses to bring along Da Boyz and they get on with the important considerations, like killing things, without worrying about how long for or where.

The biggest Ork boss in a tribe is known as the **Warlord** and the warbands he brings together are collectively known as an **Ork horde**. The Warlord rules the tribe



during quiet periods, dispensing the rather rough and ready Ork version of justice and collecting tribute from subjugated worlds. During wars, the Warlord is leader for the whole Ork horde and makes all the big decisions like where to attack and how to do it.

In the time of the Waa-Ork, the Warlord takes to the field in his own Boss Gargant at the head of the Gargant mob. A particularly wealthy or powerful Warlord may convince another Warlord to join the tribe and bring his own Gargants to join the mob to form a Gargant Bignob.

The Warlord is always open to a ritual challenge from any Ork in the tribe to a pit-fight for supremacy – this means that there is seldom any serious dissension in the tribe as the Warlord has proved his right to rule by demonstrating his Orkish qualities of strength and fighting prowess.

Unlike more conventional armies, an Ork horde has no pyramid type organization to it. The Warlord just gets his Warbosses together, tells them what to do, and then leaves them to get on with it. This means the horde doesn't hold any equipment at higher command levels to be distributed to mobs as needed and doesn't move troops, weapons or equipment around between warbands; Warbosses don't believe in sharing.

Throughout Orkdom there are numerous **clans**. Each clan has a particular approach to Orkiness all of its own. Members of different clans mix freely within tribes, though some clans get along better than others; most tribes have at least some members from every clan. The Warlord tends to favour Warbosses from his own clan and in turn they favour their own clan members within the warband.

Each clan has its own traditions and ideas of how to fight. This is reflected by the way the Warbosses gather particular things in their own warband. The Evil Sunz clan, for example, are obsessed with speed, so an Evil Sunz Warboss will have as many vehicles in his warband as he can lay his hands on. There are six major clans in Orkdom and innumerable splinter clans. The six principle clans are described below.

Goffs

The Goffs have a strong military aristocracy of Nobz in the clan and by far the most warlike attitude of all the clans in this warlike race. Goffs favour black and see any other colour as weedy. Their warriors are hardened veterans who believe that any fighting should be done at close quarters, preferably close enough to settle it with a good hefty belt! Goff warbands always have plenty of Boyz and Nobz in them, and the Goffs also have the largest numbers of Stormboyz (ultra-militaristic Orks who go to the unOrky lengths of drilling and wearing uniforms).

Bad Moons

The Bad Moons are noted for their wealth and flamboyance, favouring yellow and black as their clan colours. Because they are so wealthy, the Bad Moons can afford to equip themselves well and have a lot of Nobz and well-armed Boyz in their warbands.

Death Skulls

The Death Skulls are renowned as thieves and looters, a reputation which attracts many mischievous Gretchin. Blue is considered a sacred colour by the Death Skull clan and they often use blue warpaint on their faces and posteriors to attract the Orkish gods and bring them luck.

Evil Sunz

Evil Sunz Orks are obsessed with the kult of speed and have a lot of vehicles. Orks maintain that *red wunz go fasta*, so the Evil Sunz ritually paint their vehicles red and wear as much red as they can lay their hands on. The Evil Sunz have a good aptitude for mechanics and technology and consequently have lots of Mekboyz.

Snake-Bites

The Snake-Bites are the wildest Ork clan. They believe strongly in traditional Orkish values and are proud of their ancient roots. Snake-Bites still maintain large stables of Boars and Cyboars to ride into battle, and Snake-Bite warbands often contain a lot of Wildboyz (young Orks who are being introduced to Ork Kultur) and Madboyz.

Blood-Axes

The Blood-Axes were a very powerful clan who got ideas above their station before getting overthrown by the other clans in a vicious interclan war known as Da Big Party. Now the Blood-Axes are notorious trouble makers and are suspected of dealing with Humans in exchange for wealth. Other Orks point to the Blood-Axes' predilection for combat fatigues and camouflage patterns as proof of Human influence. This means no other clans will fight under a Blood-Axe Warlord, generally regarding them as *stinkin' 'oomie-lovin' gitiz*.



DESIGNING THE ORK HORDE

As mentioned above, each Ork horde consists of a number of warbands. You design each warband by attaching **mob counters** to a **warband template**, both provided with these rules. Later on you'll find a sample horde – you may find it helpful to look at this now and refer to it as you read through what follows.

ORGANIZATION TEMPLATES

An organization template is a representation of the forces available in part of an Ork horde. Each space on the template represents a single mob, which can be Boyz, Buggies or whatever – it all depends on the Warboss in control and what you want to go in his warband. The Ork army list tells you exactly what mobs you can place in what warbands. For now you just need to remember that each space can take one mob counter. There are two types of template: the **warband template** and the **Gargant mob template**. Each Ork horde has ten warbands and at least one Gargant mob.

The warband template has a box to contain a counter representing the Warboss and four extra boxes to contain the mob counters. The warband can have more boxes if you want but all of them must be filled when you design the warband. The Gargant mob template has a box for the Warlord's Boss Gargant and five other mob boxes. You do not have to use all the boxes on the Gargant mob template

but if you want to add more boxes you must have one less warband for each extra Gargant.

MOB COUNTERS

Later in this article, you'll find a page of counters. Photocopy these and stick them onto a sheet of stiff card before cutting them out. You'll probably need to photocopy several sheets of counters to have enough to fill out the whole horde.

Each mob counter represents troops or vehicles which are present in a warband. Mob counters are different to the detachment counters used in the Imperial Guard and Marine army lists because they don't represent independent detachments. Instead, they show what's in each warband. In a battle, the warband acts as a single detachment for all intents and purposes with all the mobs in it following the same orders (for more details see the Special Rules section later).

The mob counters have an illustration of the mob type they represent as a guide to enable you to quickly pick out the right counters when you're designing your horde. At the bottom of the counter is the battle rating for the mob. Note that this is the BR for the whole mob, not its individual elements. The army list tells you exactly how many infantry stands or vehicles are in each mob.

WARBAND		
Warband Name	MOB I	Number of Mekaniaks
MOB II	WARBOSS	MOB III
Warboss Retinue	MOB IV	Warband Battle Rating

Back Plate: draw the warband's back plate symbol in the circular space. This is usually a variant on the clan glyph of the Warboss. The back plate symbol is also used on vehicles and banners to mark them as belonging to the warband – keep yours reasonably simple so that you can paint it on your models.

Warband's Name: the warband's name is usually derived from the name of the Warboss with the addition of a few choice words saying how powerful and dangerous the warband is – Grubnaz'

Gul Boyz (Grubnaz' Death Boyz) or Burzurukz' Bad Boyz are examples of typical names. You can either think up a name for your Warboss or generate one from the tables in Waaargh the Orks.

Number of Mekaniaks: write in here the number of Mekaniaks in the warband – see the Special Rules section for details.

Warboss Box: fix a clan glyph counter here to show what clan the Warboss is from.

Mob Boxes: you can place one mob counter in each box. You may increase the number of mob boxes if you wish by drawing more boxes below the template or sticking several templates together but remember when you fill out the template every box must be used.

Warboss Retinue: the Warboss can be represented either by a Warboss stand or an extra vehicle of a type present in one of the warband's mobs. Write here how the Warboss is to be represented on tabletop.

Warband Battle Rating: add up the total battle ratings of all the mobs you've chosen to be in the warband and write it in here.

GARGANT MOB		
Tribal Name	WARLORD'S BOSS GARGANT	Total Horde Battle Rating
Warlord's Name	Name	
GARGANT II	GARGANT I	GARGANT III
Name	Name	Name
GARGANT IV		GARGANT V
Name	TRIBAL SYMBOL	Name
GARGANT MOB BATTLE RATING		

Tribal Name: write the tribal name in here. Tribes are often named after their Warlord with additional honorifics; a good example is Waa-Grashkul Okai (We are Grashkul's Killers)

Warlord's Name: you can make up your Warlord's name or generate it using the tables in the back of Waaargh the Orks.

Warlord's Boss Gargant: place a Gargant counter for the Warlord's Gargant here (it must be the most expensive Gargant in the mob) and name it. Gargant names are fairly long and as destructive as possible: Stompasher, Dethdumpa and Bigripper are excellently Orky Gargant names.

Total Horde Battle Rating: write in the battle rating of the entire horde here, including the rating of the Gargant mob.

Gargant Boxes: you can place one Gargant counter in each of the five Gargant boxes on the template. You don't have to fill all the Gargant boxes on the template if you don't want to. You can increase the number of Gargant boxes on the template if you want – each extra Gargant box decreases the number of warbands you may have in the horde by one.

Tribal Symbol: place the tribal symbol of the horde in the empty square. This is usually a variant on the Warlord's clan symbol, plus some Ork runes or glyphs declaring the Warlord's victories.

Gargant Mob Battle Rating: total up the value of the whole Gargant mob and write it in here.

FILLING THE ORGANIZATION TEMPLATES

There are certain restrictions on what you can place in each warband dictated by what clan the Warboss belongs to. Since the Warlord decides who's going to be his Warbosses, the first thing you have to do is decide which clan the Warlord is from so you can find out what Warbosses he has.

Once you've decided which clan the Warlord comes from, look down the left-hand column on the table below until you find it. By moving across the table you can see what dice you must roll to find out the numbers of Warbosses he can have from each other clan. As you'll see from the table, a Warlord can always have as many Warbosses from his own clan as he likes.

WARLORD'S CLAN	NUMBER OF WARBOSSSES					
	Goffs	Bad Moons	Death Skulls	Evil Sunz	Snake-Bites	Blood-Axes
Goffs	*	1D6-2	1D3	1D3	1D3-1	1D3
Bad Moons	1D3	*	1D3-1	1D6-2	1D3	1D3
Death Skulls	1D3	1D6-2	*	1D3-1	1D3	1D3-1
Evil Sunz	1D3	1D6-2	1D3-1	*	1D3-1	1D3-1
Snake-Bites	1D3-1	1D3	1D3	1D3-1	*	1D3-1
Blood-Axes	0	0	0	0	0	*

* The Warlord may have as many Warbosses from this clan as he wishes.

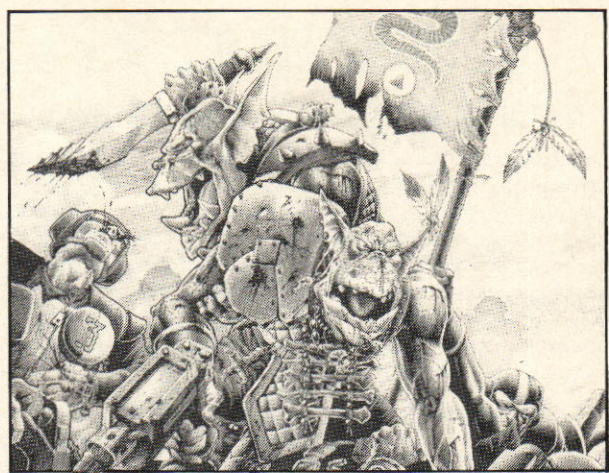
As you can see, some clans get along better than others and consequently draw more Warbosses from the ones they get along with best. The finely-balanced inter-relations of the Ork clans are rather complex and best not examined here. However, Orks are a practical race if nothing else and when it comes to the end of the day, if the Warlord doesn't like the Warbosses he's got then he changes them! Hence the Warlord doesn't have to use all the Warbosses from other clans if he doesn't want to, replacing them instead with more Warbosses from his own clan. There are ten warbands in a horde and each one must be commanded by a Warboss.

Once you've sorted out your Warbosses, you can start filling in the warband templates. Generally it's best to take each one in turn and complete the whole warband before beginning the next one. You may find it useful to fill in a few standard warbands for the different clans and then work on variants of those rather than trying to design each warband completely from scratch. If you want the horde to represent a tribe which isn't fighting during a Waa-Ork, the Warlord will command a warband at least twice the size of any other in the horde instead of a Gargant mob.

USING THE ARMY LIST

Before starting to design the horde, photocopy enough templates and counter sheets to design plenty of warbands and Gargant mobs. You'll find it easier to handle the counters and templates if you glue them to thin card before you cut them out. Place an appropriate clan counter in the space provided on the warband templates and the Gargant mob template.

When you're ready, look at the army list to find what you can place in each warband. The army list is divided into a box for each type of mob. Each box starts by telling you the general type of the mob and the minimum and maximum numbers of mobs of that type which can be chosen for a warband according to what clan the Warboss is from (don't worry – it's not as tricky as it sounds). For



Kevin Walker

convenience, there's a reference sheet at the start of the lists which tabulates each clan's minimums and maximums for all the different troop types.

Also in the box are copies of some of the mob counters on the sheet; these are to show you what specific mob types are available. The bottom of the box tells you how many vehicles or infantry stands each counter represents.

The Warlord's Gargant mob is simply filled in by picking out the correct counters for the Gargants you want in the mob. When you've filled in the Gargant mob template and the 10 warband templates to your satisfaction, note the total battle rating of each warband and the Gargant mob. Then name the horde and record its total battle rating, glue down the templates onto a single large piece of paper, and photocopy it to get a permanent record.

USING THE HORDE

When you play a game using Orks, take along a predesigned horde to use as your force. If you intend to play a large game, you can use more than one horde with your opponent's consent. Generally you should use one Ork horde for each regiment or war host in an opponent's battleforce. When you know how many points you're using, select exactly what forces you're going to field from the horde, subject to the following restrictions;

- 1 Warbands must be used in full and may not be split up.
- 2 If you use Gargants, the Warlord and his Boss Gargant must be used. If you use more than 6 Gargants you may split them up into two mobs with 6 in one and the rest in the other.
- 3 You may spend up to 25% of your points on barrage support counters but not support missiles (see Space Marine rulebook).

ALLIES

Ork warbands may be used as allied formations by any Traitor or Chaos force. When acting as allies, warbands must be used in full and cannot be split up. An Ork horde can only have allied non-Ork formations attached if they are drawn from Chaos: the Waa-Ork is an elemental force of Orkiness and allegiances with non-Ork races do not matter one jot to the Orks once they've begun the Waa – it's Orks against the galaxy and the galaxy better look out!

SPECIAL RULES

WARBANDS AND WARBOSSSES

On the battlefield, a Warboss controls his warband through a combination of flag-waving Gretchin and shouting very loudly (Orks do have communicators but tend to forget about them in the excitement of battle). If the mobs in a warband get too far away from the Warboss they may get confused as to what he wants them to do and try to guess (usually wrongly). To reflect this, a warband operates like a single very large detachment with the following formation restrictions.

- 1 A mob must keep all its stands or vehicles within 30cm of the Warboss at all times. If any of the mob's stands is beyond command range in the orders phase of a turn, the whole mob counts as **out of command** for that turn (see below).
- 2 A warband is given one order counter in the orders phase of the turn. All mobs within command range of the Warboss are on those orders for the turn.
- 3 The Warboss may give a different order counter to one mob in the warband on turns when the Ork player is first player.
- 4 Stormboyz Korps have their own Kommander and so are independent of the warband and may always be given different orders. Madboyz use the random orders system in Codex Titanicus, so they always act independently. In small games, you might like to try using the full Madboyz rules in

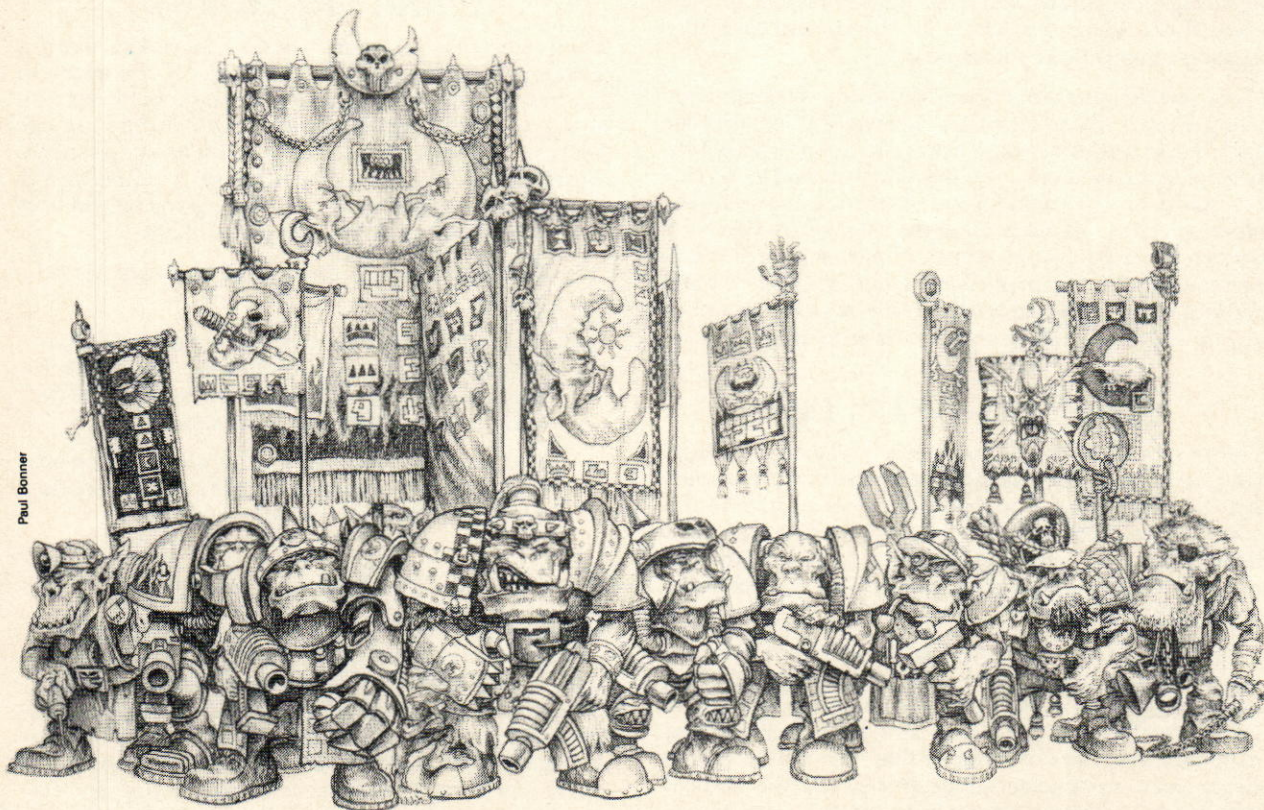
WD126 with suitable adaptations but stick with the Codex rules for larger battles.

- 5 All infantry stands or vehicles in each mob must stay within 6cm of at least one other vehicle or stand from the same mob, forming an unbroken chain through the whole mob. If this is not the case, in the orders phase of the turn that mob must be given advance orders and must reform so that every unit is within 6cm of one other.
- 6 If a mob from another warband approaches within 6cm of a mob, both mobs become so distracted jeering, showing off and throwing bits of offal at each other that they suffer an additional -1 modifier for firing for that turn. You'll find it useful to paint warbands in different clan colour schemes and with different banners and markings to help identify them while you're playing.

BEING OUT OF COMMAND

Stormboyz and Madboyz mobs suffer no detrimental effects from being out of command. All other mobs which are out of command in the orders phase must roll a D6 to determine their orders for the turn.

D6 Roll	Orders
1-2	Charge
3-4	First Fire
5-6	Player's Choice



Paul Bonner

THE WARBOSS

The Warboss is the the leader of the warband, usually selected on the basis of how good a mate to the Warlord he is or how loud he can shout. The Warboss is normally represented by an infantry stand, usually having the stats given in Codex Titanicus, though he can be represented by any other type of infantry stand present in his warband – a Warboss who had Boarboyz in his warband could be represented by an extra Boarboyz stand, for example. If the warband contains any vehicles, the Warboss can be represented by an extra vehicle of the same type as any present in the warband (note that in this case, the Warboss must stay on board his vehicle and may not disembark). Either of these ways, the Warboss costs no points to field. Alternatively, the Warboss may be mounted in his own Stomper (see New Infantry and Vehicles) at a cost of 100 points.

Regardless of how the Warboss is represented, he may only be fired at if he is the closest available infantry or vehicle target (as appropriate) to the enemy – the smoke and confusion of battle make it virtually impossible to single the Warboss out from amongst his fellows. If the Warboss is killed, all infantry mobs in his warband must take a morale test in each orders phase to determine their orders for the turn; vehicle mobs count as being out of command for the rest of the battle. Note that Stormboyz Korps are unaffected by the loss of the Warboss as long as they still have their own Kommander.

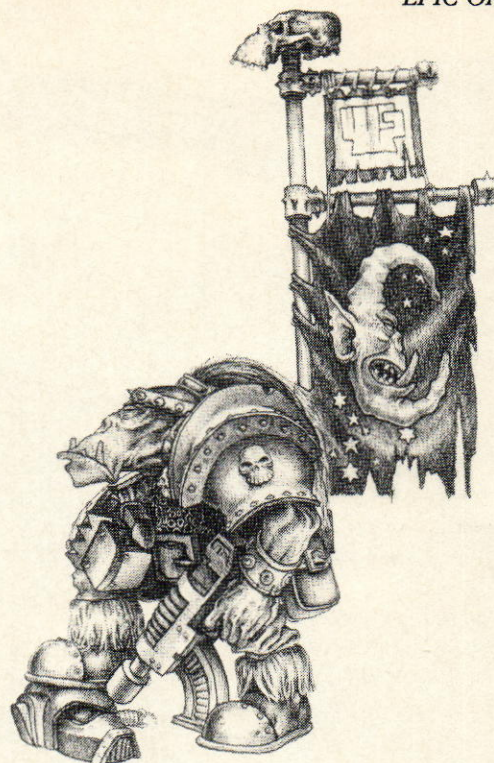
THE WARLORD

The Warlord is the top Ork in the horde and he commands the meanest, shootiest and just plain biggest thing he can find – the Boss Gargant. Because the Warlord has instructed his Warbosses in Da Plan before the battle begins, he can concentrate on commanding the Gargant mob without having to worry about Da Boyz. Da Boyz, on the other hand, draw great confidence from having something as shooty as the Boss Gargant around. The following special rules apply to the Warlord.

- 1 The Warlord in a Waa-Ork is always the Boss Gargant Kaptin (see Codex Titanicus). Otherwise he can be represented by an infantry stand or vehicle just like a Warboss if the horde doesn't have a Gargant mob
- 2 The Boss Gargant is always the most expensive Gargant in the mob – the Warlord isn't going to have anyone upstaging him on the battlefield.
- 3 The Boss Gargant can be singled out as a target by the enemy: the banners, trophy poles and graffiti that cover the Boss Gargant make it hard to miss!
- 4 Though the Warlord cannot take command of warbands, any morale checks made by the Orks gain a +2 modifier when the Boss Gargant is within 48cm as long as it's still firing ('cos if it's still shootin', s'alright, innit).

MEKANIAKS

The Mekboyz are what keeps an Ork horde on the move. Without them to maintain their vehicles, the Boyz quickly find themselves walking everywhere. This is partly why Meks are the most commonly-seen Oddboyz on the battlefield. As well as having to fix Wartraks and



Paul Bonner

Battlewagons all the way to the battlefield, Meks are fascinated by the power and energy of a battle and spend many happy hours scavenging around wreckage for things to put in their bitz-box and use on future projects.

Mekaniaks often take along their new inventions and buggies to test out in the field. Though they tend to get distracted from fixing things while they attend to their latest creations, Warbosses still encourage Meks to bring along these frighteningly-powerful devices, one of which, the Traktor Beam, is detailed later in these rules. We'll be giving you more information on Mekaniak weapons and vehicles soon.

The number of Mekaniaks a warband contains is important in two respects. First, certain special mobs, known collectively as **Oddbitz**, can only be used if there are enough Meks to look after them and either run them directly or maintain them. Second, the number of Meks in a warband will influence how prone the warband's vehicles are to breaking down.

Each warband receives 1D3 Meks modified by the clan the Warboss belongs to, as follows:

Clan	Modifier
Bad Moons	+2
Evil Sunz	+1
Blood-Axes	+1
All others	+0

Write down the number of Meks in a warband in the space provided on the template.

Gargants receive much loving care and attention from their Boss-Meks but are still prone to suffering malfunctions at awkward times. You should roll for each Gargant in the Gargant mob separately using the Malfunctions system to represent the Gargant's state of repair and note down the result on the Gargant's roster sheet. The Warlord's Boss Gargant always receives the maximum possible attention so treat his state of repair as being the best possible.



David Gallagher

MALFUNCTIONS

Vehicles break down and weapons jam in all armies, not just in Ork hordes. However, the Mekaniaks' total and gleeful disregard for reliability and safety as important design features of their vehicles means that when the inevitable happens and something Orky goes wrong, it really goes wrong!

To represent the chances of things going seriously wrong at a bad time, the Orks' opponent is given a number of **malfunction counters** at the start of the game. The opposing player may randomly draw one malfunction counter for every 1000 points the Ork player is using in a battle.

There are two types of malfunction counter: **movement malfunctions** and **fire malfunctions**. A movement malfunction may be played in the orders phase of the turn on any Ork vehicle or Gargant. A fire malfunction counter may be played on any Ork vehicle or Gargant in the combat phase after the Ork player has announced his targets but before he rolls to hit.

A maximum of one malfunction counter (whether it's a movement or fire malfunction counter) may be played against a particular Gargant or vehicle in a game.

Vehicles receive a saving throw against the malfunction on a D6, succeeding if they roll equal to or less than the number of Meks in their warband at the start of the game – the Meks obviously saw this one coming and fixed it before the battle.

Gargants receive a saving throw against malfunctions on a D6, succeeding if they roll equal to or less than their state

of repair number. Gargant saving rolls are modified by +1 for each unit of Riggers lost and by +2 if the Boss-Mek has been killed.

Failure to save means the Gargant or vehicle has to make a roll on the appropriate malfunction table immediately. Gargants are more sturdily built than most Ork vehicles so they get a -1 modifier when rolling on the malfunction tables. Wartraks and Warbikes suffer a +1 modifier when rolling for malfunctions.

A fire malfunction will affect only one randomly-determined weapon location on a Gargant. Gargants may repair movement malfunctions.

Leave the malfunction counter next to the unit affected by it and make a note of the malfunction afflicting it. Each malfunction counter may only be played once, after which it is discarded.

If a vehicle mob is split up by one of its number suffering from a movement malfunction, the remainder of the mob can treat the missing vehicle as destroyed and avoid the need to reform.

FIRE MALFUNCTION TABLE

- 1 **No Effect.**
- 2 **Misfire:** all firing and damage rolls suffer an additional -1 modifier this turn.
- 3 **Wildfire:** all firing by the affected vehicle suffers a -1 to hit modifier this turn but receives a +1 damage modifier. After firing, make a second fire malfunction roll with a +1 modifier – treat Wildfire and Misfire results as a jam instead.
- 4- **Jam:** the affected vehicle may not fire in this turn or the following turn.
- 5 **Wildfire:** as above but the second malfunction roll receives a +2.
- 6 **Kaboom!** the vehicle is destroyed in a cataclysmic explosion as its ammo explodes. If the vehicle was armed with any weapons with a burst (B), place the template over the vehicle and roll to hit any targets touched by the template as from a normal hit by the weapon. Gargants check for a flashback to the magazine as usual.

MOVEMENT MALFUNCTION TABLE

- 1 **No Effect.**
- 2 **Bitz Drop Off:** the vehicle is immobilized for the remainder of the battle.
- 3 **Steering Damaged:** the vehicle may not turn for the remainder of the battle.
- 4 **Throttle Stuck:** the vehicle must be given charge orders each turn from now on. It must move at its full charge rate every turn for the remainder of the battle.
- 5 **Out of Control:** the vehicle careens off at its advance rate in a direction randomly determined by using the burst template. Resolve any rams and overruns the vehicle makes as usual. If the vehicle enters impassable terrain, it is destroyed. Gargants are treated as out of command until repaired – determine what turns are made where randomly.
- 6 **Smash:** the vehicle crashes and is destroyed.

THE KULT OF SPEED

Orks like going fast – rapid, bumpy movement directly stimulates part of the pleasure centre in their brains. Some Orks actually get addicted to going fast and find it very hard to stop. This predilection for screaming around the place on bikes, buggies and wagons has actually built up into a kult in some Ork tribes, though certain clans seem more taken with the idea than others. In battles, speed kultists often get so carried away hurtling towards the enemy that they keep on going, over and through their opponents before disappearing off towards the horizon.

Every vehicle mob with charge orders must roll a D6 in the end phase to determine if they can bring themselves to slow down on the following turn. Add +1 to the dice roll if the mob are from an Evil Sunz warband. On a modified result of 6 or more that mob must be given charge orders in the following turn regardless of what orders the rest of the warband has.

For a mob that has been overcome by the need for speed, check again in the following end phases, but this time use the additional modifier of -1 per vehicle lost from the mob. A modified score of 3 or more indicates the mob stays on charge orders; any other result means the mob has come to its senses and may now be ordered normally (though they may well be out of command by now).

MERCENARIES

Most Ork Warbosses happily employ Ogryn mercenaries when they can find them. Orks and Ogryns generally get along well and have a similar outlook on life. Ogryn mobs

act as part of the warband just like any other mob. Blood-Axe Warbosses will actually stoop low enough to use Human mercenaries and advisors, much to the disgust of other Orks.

In the army list, you'll find that Blood-Axe Warbosses can use Imperial Guard tactical and support detachments if they wish – these aren't actually Guard troops, rather they represent outlaws, pirates and mercenaries who are despicable enough to fight for the Orks (sometimes disguised Imperial Guard do fight alongside the Orks, but only when it's in the Imperium's best interests to have them do so). Mercenary Human detachments have their own command stands so they may act independently of the warband they're attached to, just like Stormboyz.

CAPTURED EQUIPMENT

Orks also use Imperial equipment which has either been salvaged by Mekks or built as tribute by subjugated worlds. Though the rules and statistics for equipment of this type are the same as for their Human equivalents don't be fooled into thinking that the equipment itself is identical: after a few weeks in Orkish hands, most things get kustomised with the addition of banners, trophies and spiky bits. After a few more weeks, they become impossible to recognise as ever having been anything other than Ork-built.

So don't try to con your opponent that those Codex grey Rapiers really belong to the Orks – if you're going to use captured equipment, add some pennants, build on some spikes, paint them in clan colours (and rust) – in short, make them Orky.



NEW INFANTRY AND VEHICLES

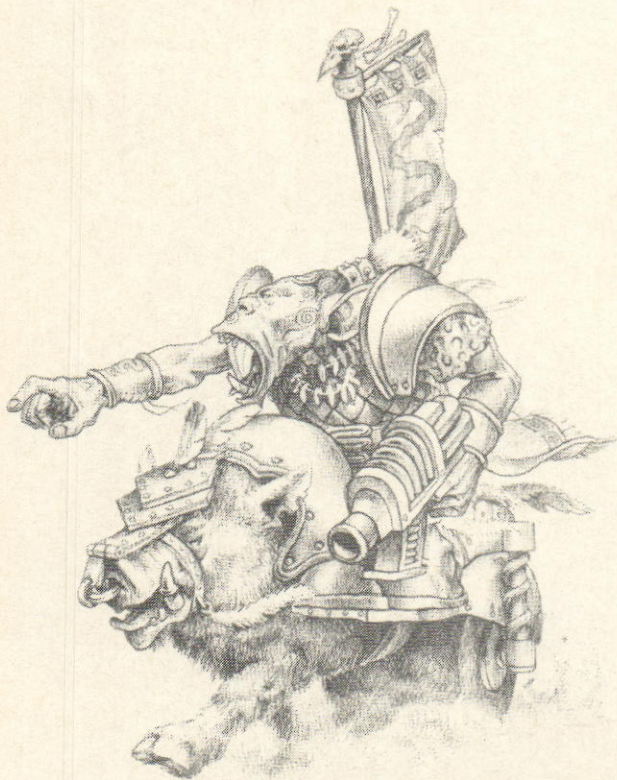
Note that you don't have to be using the Ork army list to gain access to these new types of infantry, vehicles and Gargants not covered in Codex Titanicus.

WILDBOYZ

Wildboyz are immature feral Orks, new to the marvels of Ork Kultur. Though they haven't really got the hang of using bolters and stikkbomz, they're willing to have a go at the enemy with swords, axes and anything else to hand. A Warboss often brings some of his Wildboyz along to a battle so they can have some fun and get a bit of experience at the same time. A Nob is always put in charge of each group of five Wildboyz to make sure they don't do anything too impetuous.

BOARBOYZ

Boarboyz, unsurprisingly enough, are Boyz riding Boars - not just any old bad-tempered, vicious and thick-skinned Boars but specially-adapted and cybernetically-altered bad-tempered, vicious and thick-skinned **Cyboars**. Cyboars have their particularly Orkish qualities augmented through the joint efforts of Painboyz and Mekaniaks with additions like razor-sharp steel tusks, carapace armour and chemical booster implants. Because of these chemical boosters, a Boarboyz stand which charges has its CAF increased to +4 for that turn.



GRETCHIN

Ork warbands always have large numbers of non-combatant Gretchin and Snotlings with them who carry messages to the mobs, cheer the Boyz on in battle or help out the Meks and other Oddboyz. But all Gretchin dream of being great warriors like their larger cousins, the Orks. To this end, some scrimp and save enough to afford to buy a few weapons so they can fight in battles too! Generally, the best they can afford are rickety old blunderbusses - these aren't the most sophisticated weapons, but they're big and noisy and therefore hold a lot of appeal for small and weedy Gretchin. Most Warbosses let their Gretchin fight if they want to, though some tend to use them for the most dangerous jobs like mine-clearing or skirmishing (i. putting them at the front so they get shot at first).

Gretchin Blunderbuss

The **Gretchin blunderbuss** is a primitive muzzle-loading weapon which, though short-ranged and relatively low-powered, is nonetheless potent because of the wide spread of shot it delivers.

INFANTRY TARGETS WEAPONS TABLE

	Range		To Hit Roll		Save Mod
	Short	Long	Short	Long	
Blunderbuss	special	-	6+	-	0

When a stand of Gretchin fire their blunderbusses, you should take the Gargant grapeshot template and place it so that its narrow end is touching the Gretchin stand with the cone centered on the closest enemy stand. Roll to hit any targets touched by the template.

BOYZ

Finally, a word regarding Boyz to dispel any confusion about them. In the army list section you'll find there are two types of Boyz mobs you can use. The counter illustrations show an Ork with a heavy weapon on one and an Ork with a bolter on the other. When Da Boyz come along to a battle, each household has to send at least five Boyz and a heavy weapon; these are the Boyz shown on the first counter and each stand in the mob has a heavy weapon (use the stats for Boyz with a heavy plasma gun for these stands). If a household wants to send more Boyz (either because the looting is going to be good or because the Warlord sez so), they don't bring any more heavy weapons because the Nobz have snaffled them all. The extra Boyz get put into separate mobs - these are the mobs shown by the second kind of counter. When you come to select mobs for your warbands, you can only take one mob of Boyz without heavy weapons for every mob of Boyz with heavy weapons.

STATS FOR NEW INFANTRY STANDS

Type	Speed	Save	CAF	Weapons		BR
				Basic	Support	
Wildboyz	8/16	5+	+2	None	Melta-Gun	15
Boarboyz	20/30	4+	+3	Bolters	None	60
Gretchin	8/16	6+	0	Blunderbuss	None	15
Boyz	8/16	5+	+1	Bolters	Heavy Plasma Gun	50
Boyz	8/16	5+	+1	Bolters	None	20

TRAKTOR BEAM

The **traktor beam**, mounted on a **Traktor Buggy**, is a battlefield version of a weapon commonly used by Ork spaceships. It operates by latching a force field onto the target and then contracting the field to rip chunks off, causing much destruction to those nearby from flying debris (and much hilarity amongst the crew).

The traktor beam is particularly devastating against infantry as it sweeps men off their feet and scatters them across the battlefield like windblown leaves, much to the amusement of the traktor beam crews. The traktor beam can also be used on a wide setting to pin an enemy vehicle or infantry squad in place beneath the force field, a useful if somewhat less popular option.

VEHICLE AND TITAN TARGETS

	Range		To Hit Roll		Critical Roll
	Short	Long	Short	Long	
Traktor Beam					
narrow beam	30cm	60cm	3+	5+	5+
wide beam	60cm	—	3+	—	NA

INFANTRY TARGETS

	Range		To Hit Roll		Save Mod
	Short	Long	Short	Long	
Traktor Beam					
narrow beam	—	60cm	—	5+	-2
wide beam	—	60cm	—	4+	NA

The traktor beam needs to be firmly braced before use and so may only be used on first fire orders. It receives no +1 bonus for having first fire orders and may not snap fire. Follow the to hit and damage procedure as usual, but the traktor beam cannot damage void shields or power fields.

Traktor beams fire on two settings: **narrow beam** and **wide beam**. You must specify before you fire which setting the traktor beam is on for that turn.

Narrow Beam

If a vehicle target is destroyed by a traktor beam on a narrow setting, multiply the number rolled for the critical hit roll (including AR modifiers) by 2 and move the model that distance in centimetres directly towards the source of the traktor beam. Any infantry or vehicles caught in the path of the flying debris count as being overrun or rammed by the destroyed vehicle as appropriate (note that it is possible that the wreckage will smash into the Traktor Buggy). Once all the attacks have been resolved, remove the destroyed model as normal.

Wide Beam

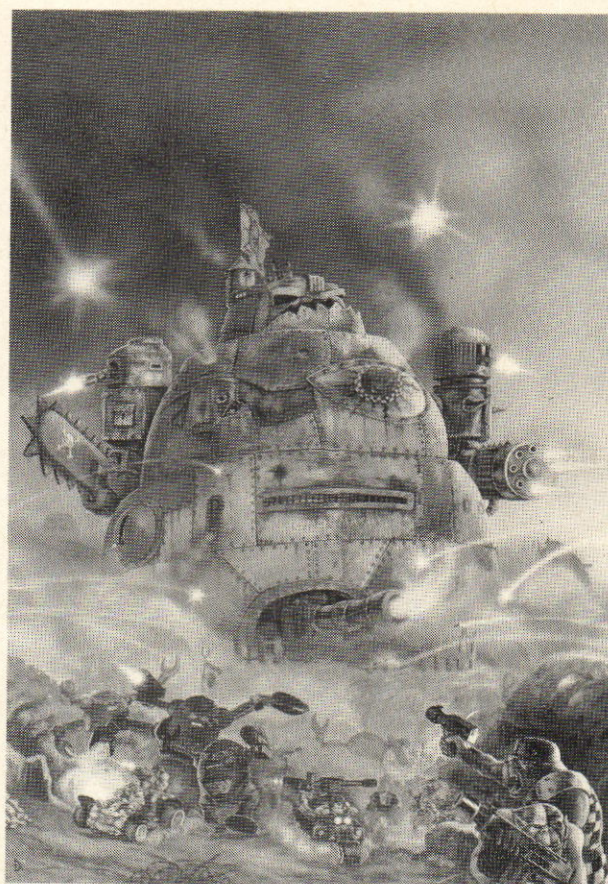
Targets hit by a traktor beam on a wide setting may not fire for the remainder of the turn and are immobilized until the combat phase of the next turn unless the traktor beam is subsequently destroyed or does not have first fire orders that turn. Traktor beams on a wide setting cannot affect Titans or Gargants.

Traktor Buggy

The traktor beam is carried into battle mounted on a **Traktor Buggy**. The Traktor Buggy is a converted War Buggy with additional armour and a traktor beam mounted as main armament.

Name	Speed	Save	CAF	AR	Weapons	BR
Traktor Buggy	12/18	5+	0/-3	+1	Traktor Beam	65

Remarks: the Traktor Buggy is a light vehicle.



David Gallagher

STOMPERS

Stompers are smaller versions of Great Gargants. They are built by apprentice Mekboyz as their first big project or by aging Mekks who no longer have the influence or the energy to build a full-size Gargant. Often a Warboss will scrape together enough teef to get a Stomper built for him to use as a personal mount or even to create his own Stomper mob! Warbosses are very keen on Stompers, not only because ownership of a mob of Stompers puts them a cut above the other Warbosses, but also because it allows them to possess their very own idol of the Ork wargods.

Stompers carry a crew of 6-10 Orks and mount various weapon combinations plus a number of power fields. Regardless of the actual weapons on a Stomper model, the following stats apply equally to all variants.

Name	Speed	Save	CAF	AR	Weapons	BR
Stompers	8/16	2+	+6/+3	0	see below	200

Weapons: battlecannon (2), autocannon (Fxf2), bolters (Tt4).

Remarks: a Stomper has two power fields.



Wayne England



Paul Bonner

SLASHER GARGANTS

Though not as large as the Crusher and Smasher Gargants, collectively known as the **Great Gargants**, Slasher Gargants are every bit as fearsome. Just like Great Gargants, a Slasher Gargant has a crew of Orks and Gretchin which keeps it running – stoking the boiler, aiming the guns and so on. The crew's efforts are directed by the Gargant's Kaptin who has a number of officers to keep an eye on what the crew are up to.

Slasher Gargants are protected by six banks of power fields and have three weapon mounts: left and right arm plus a belly mount. So far, only variants with a Gut Buster mega-cannon in the belly position have been sighted, but logic dictates that versions mounting Snappers and head turrets must exist or are forming in the minds of Meks across Orkdom. Slashers are quicker and easier to build than Great Gargants, making them a popular choice for Meks with limited facilities, like Freebooterz.

	Belly Mount	Arms		Power Fields	AR	BR
		Left	Right			
Slasher	Gut Buster	2/0/B	2/0/B	6	0	600

Note: The arm mounts may be fitted with twin battlecannon.

Special Rules

Slasher type Gargants follow all the standard rules for Great Gargants given in Codex Titanicus, with the following amendments.

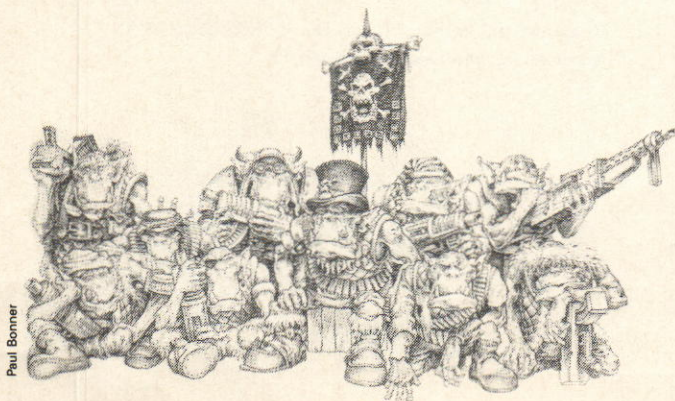
- 1 Slasher Gargants roll a D6 to find out how many power fields they have operating at the start of a battle. Slasher Boss Gargants always have all six power fields operating without having to roll – the Warlord makes sure his fields get fixed first!
- 2 Because of the cramped conditions on board, Slasher Gargants can only carry a limited amount of ammunition for the belly gun. Before starting play you should write on the Gargant's roster sheet how many rounds of what types it is carrying, up to a maximum of ten in total.
- 3 If the Slasher runs out of ammo during a battle, it can still suffer a flashback to the magazine – there is still plenty of ammunition for other weapons lying around in the magazine to cause explosions. Taking on more ammo for the belly gun is a long, laborious process which cannot be carried out during a battle.
- 4 Though Slasher Gargants move using the same rules as Great Gargants, their slightly lower center of gravity and more efficient engines mean they can get up a greater lick of speed and turn slightly tighter than their larger brethren.

Speed	Min Move	Max Move	To Hit Modifier
Full Speed	10cm	18cm	-2
Battle Speed	1cm	12cm	-1
Stop	0cm	0cm	0
Backward	1cm	6cm	-1

Note: a Gargant may not move less than its minimum move distance.

Direction	Number Of Turns	Direction
Port	Up to 3 x 45° turns	Left only
Starboard	Up to 3 x 45° turns	Right only
Ahead	Up to 1 x 45° turn	Left or right

- 5 Slasher Gargants are not quite as thick-skinned and heavily-constructed as Great Gargants. When rolling for level of damage versus Slashers add a +1 modifier to the roll. Note that this is not an AR modifier and only applies to rolls for the level of damage.
- 6 You can create a roster sheet for Slasher Gargants by taking a standard Great Gargant roster sheet (there's one supplied in Codex Titanicus) and altering it as follows:
 - 1 Cross out the head turret and upper left and right turrets. The belly gun will be hit on 1-2, the left arm on a 3-4, the right arm on a 5-6.
 - 2 Shade in the last two numbers on the power fields track so that it shows a maximum of six power fields.
 - 3 Reduce the number of Boyz squads on board to three and reduce the number of Gunners to two.



Paul Bonner

ORK ARMY LIST

Each box in the army list has three sections.

Number Available

At the top of the box it tells you the minimum and maximum numbers of mobs of that can be chosen for each warband according to what clan the Warboss is from. There's a key to the clan symbols used at the start of the list. For example, in the Bikeboyz box, under the symbol for an Evil Sunz Warboss it has 1-4—this means that an Evil Sunz Warboss must have at least one mob of Bikeboyz in his warband and can have a maximum of four Bikeboyz mobs. These could be chosen as any combination of Warbike and Wartrak mobs - say one Wartrak mob and three Warbike mobs. The symbol for *All Others* means all clans not covered by their own symbols, including the smaller splinter clans. For example, in the Madboyz box, the Snake-Bites and Death Skulls can have up to four Madboyz mobs - everyone else gets up to one.

Counters

Below the number available is an example of the counter types that represent the mobs in this box. These counters are the same as those on the page you photocopy. They give the mob type, the battle rating for the whole mob, and have an illustration on them for easy identification. You may find it helpful to place your counters in these spaces to have them readily available as you fill out the templates.

Units In Detachment

Below the counter illustration is a list of the number and type of the vehicles or infantry stands in the mob. To continue our example, a Bikeboyz mob comprises five

vehicles of the type shown on the counter. You can't mix different types of vehicles in a mob even if they appear in the same box. So, for instance, in a Bikeboyz mob you could have five Wartraks or five Warbikes, but you couldn't have two Wartraks and three Warbikes or any other combination of different vehicles in one mob.

Warband Mobz Quick Reference Table

The Ork army list is quite large and it can be difficult to remember what compulsory mobs you have to take. To make things easier, we've condensed all the minimums and maximums for each kind of mob on to one table.

	Goffs	Bad Moons	Death Skulls	Evil Sunz	Snake-Bites	Blood-Axes
						
Boyz	2-9	2-6	0-6	0-4	1-4	1-5
Nobz	1-3	1-4	0-3	0-2	0-1	0-1
Madboyz	0-1	0-1	0-4	0-1	0-4	0-1
Stormboyz	0-4	0-1	0-1	0-1	0	0-1
Wildboyz	0-1	0-1	0-1	0-1	0-4	0-1
Gretchin	0-1	0-2	0-4	0-1	0-1	0-1
Boarboyz	0	0	0	0	1-4	0
Ogryns	0-1	0-2	0-1	0-1	0-1	0-1
'Oomies	0	0	0	0	0	0-1
Bikeboyz	0-2	0-3	0-3	1-4	0-1	0-2
Battlebuggies	0-2	0-3	0-2	1-4	0-2	0-2
Oddbitz	0-2	0-2	0-3	0-2	0-3	0-2
Battlewagons	0-2	0-4	0-2	1-4	0-2	0-3



David Gallagher

ORK ARMY LIST



COFFS



BAD MOONS



DEATH SKULLS



EVIL SUNZ



SNAKE-BITES



BLOOD-AXES



ALL OTHERS

DA BOYZ



2-9



2-6



0-6



0-4



1-4



1-5

BOYZ



150

8 BOYZ STANDS

BOYZ



150

4 BOYZ STANDS

One Boyz Mob without heavy weapons may be chosen for each Boyz Mob with heavy weapons

STORMBOYZ KORPS



0-4



0



0-1

STORMBOYZ



250

4 STORMBOYZ STANDS
AND 1 KOMMANDER

DA NOBZ



1-3



1-4



0-2



0-3



0-1



0-1

NOBZ



150

2 NOBZ STANDS

WILDBOYZ



0-4



0-1

WILDBOYZ



50

4 WILBOYZ STANDS

MADBOYZ



0-4



0-4



0-1

MADBOYZ



100

4 MADBOYZ STANDS

GRETCHIN MOBZ



0-2



0-4



0-1

GRETCHIN



50

4 GRETCHIN STANDS

BOARBOYZ



1-4



0

BOARBOYZ



100

2 BOARBOYZ STANDS

BATTLEBUGGIES



0-3



1-4



0-2

WAR BUGGY



150

5 WARBUGGIES

MERCENARY OGRYNS



0-2



0-1

OGRYN



100

2 OGRYN STANDS

MERCENARY 'OOMIES



0-1



0

TACTICAL



300

SUPPORT



300

See Imperial Guard Army List and Special Rules

BIKEBOYZ



0-2



0-3



0-3



1-4



0-1



0-2

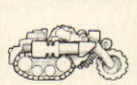
WARTRAK



200

5 WARTRAKS

WARBIKE



250

5 WARBIKES

ODDBITZ



0-3



0-3



0-2

ONSLAUGHTER



250

5 ONSLAUGHTERS

KILLER



100

5 KILLERS

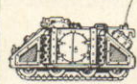
LAND RAIDER



400

2 LAND RAIDERS

RHINO



150

4 RHINOS

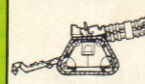
ROBOT



150

5 ROBOTS

RAPIER



250

5 RAPIERS

TARANTULA



250

5 TARANTULAS

MOLE MORTAR



250

5 MOLE MORTARS

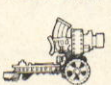
THUDD GUN



250

5 THUDD GUNS

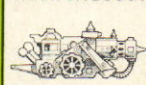
FIELD GUN



100

5 ORK FIELD GUNS

TRAKTOR BUGGY



300

5 TRAKTOR BUGGIES

STOMPER



200

1-6 STOMPERS

Each Oddbitz Mob needs a Mekaniak to command it. Reduce the number of Meks in the Warband by one for each Oddbitz Mob chosen. Stompers come in Mobs of one to six; the battle rating of the Mob is the amount on the counter times the number of Stompers in the Mob.

BATTLEWAGONS



0-4



1-4

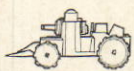


0-3



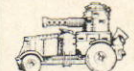
0-2

BATTLEWAGON



250

BOWELBURNNA



300

GOBSMASHA



250

5 BATTLEWAGONS 3 BOWELBURNAS 3 GOBSMASHAS

BRAINCRUSHA



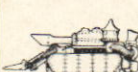
650

GIBLETGRINDA



1000

GUTRIPPA



300

3 BRAINCRUSHAS 3 GIBLETGRINDAS 3 GUTRIPPAS

BONECRUNCHA



300

SPLEENRIPPA



300

SKULLHAMMA



750

3 BONECRUNCHAS 3 SPLEENRIPPAS 3 SKULLHAMMAS

WARBAND TEMPLATE

WARBAND

Warband Name

MOB
I

Number of
Mekaniaks

MOB
II

WARBOSS

MOB
III

Warboss
Refinue

MOB
IIII

Warband
Battle Rating

DA GARGANT MOB



1-6

SMASHER



1000

SMASHER



900

1 SMASHER WITH
HEAD TURRET

1 SMASHER WITHOUT
HEAD TURRET

CRUSHER



900

CRUSHER



800

SLASHER



600

1 CRUSHER WITH
HEAD TURRET

1 CRUSHER
WITHOUT
HEAD TURRET

1 SLASHER

GARGANT MOB TEMPLATE

GARGANT MOB

TRIBAL NAME -----

Warlord's
Name

WARLORD'S
BOSS
GARGANT

Name -----

Total Horde
Battle Rating

GARGANT
II

Name -----

GARGANT
I

Name -----

GARGANT
III

Name -----

GARGANT
IIII

Name -----

TRIBAL SYMBOL

GARGANT
++++

Name -----

GARGANT MOB BATTLE RATING -----

BOYZ  150	BOYZ  150	BOYZ  150	BOYZ  150	NOBZ  150	NOBZ  150	NOBZ  150	NOBZ  150
BOYZ  150	BOYZ  150	BOYZ  150	BOYZ  150	BOARBOYZ  100	GOBSMASHA  250	GOBSMASHA  250	NOBZ  150
BOYZ  150	BOYZ  150	BOYZ  150	BOYZ  150	TRAKTOR BUGGY  300	TRAKTOR BUGGY  300	WAR BUGGY  150	WAR BUGGY  150
BOYZ  150	BOYZ  150	BOYZ  150	BOYZ  150	WARBIKE  250	WARBIKE  250	WAR BUGGY  150	WAR BUGGY  150
STORMBOYZ  250	STORMBOYZ  250	STORMBOYZ  250	MADBOYZ  100	SPLEENRIPPA  300	SPLEENRIPPA  300	GIBLETGRINDA  1000	GIBLETGRINDA  1000
MADBOYZ  100	MADBOYZ  100	GRETCHIN  50	WILDBOYZ  50	BRAINCRUSHA  650	BRAINCRUSHA  650	SKULLHAMMA  750	SKULLHAMMA  750
BOWELBURNA  300	BOWELBURNA  300	GUTRIPPA  300	GUTRIPPA  300	FIRE MALFUNCTION	FIRE MALFUNCTION	FIRE MALFUNCTION	FIRE MALFUNCTION
BONECRUNCHA  300	BONECRUNCHA  300	WARTRAK  200	WARTRAK  200	MOVEMENT MALFUNCTION	MOVEMENT MALFUNCTION	MOVEMENT MALFUNCTION	MOVEMENT MALFUNCTION
BATTLEWAGON  250	BATTLEWAGON  250	BATTLEWAGON  250	BATTLEWAGON  250	GRETCHIN  50	WILDBOYZ  50	BOARBOYZ  100	RHINO  150
KILLER  100	KILLER  100	ONSLAUGHTER  250	ONSLAUGHTER  250	OGRYN  100	MOLE MORTAR  200	THUDD GUN  200	RAPIER  200
FIELD GUN  100	FIELD GUN  100	SLASHER  600	STOMPER  200	TARANTULA  250	LAND RAIDER  400		
SMASHER  1000	SMASHER  900	CRUSHER  900	CRUSHER  800				

BURZURUK'S BAD BOYZ

SAMPLE ORK HORDE

I'm going to go through the design of an Ork horde step by step and explain the process for choosing the horde and the decisions I make as I go along. This is only the way I would approach choosing a horde so you shouldn't assume I'm making all the right choices for the perfect Ork horde – the object of this sample horde is to demonstrate how to use the lists and supply a usable Ork horde in case you don't have the time to create your own

The first thing I have to do is think about what clan the Warlord will come from. I want to go for screaming hordes of Boyz as the mainstay of my force, though I'd like to have a fair number of bikes and vehicles as well and a lot of Mekaniaks would be nice – lots of everything in fact! The other thing I have to take into account is the way I'm going to paint them, so clan colours are important (after all, the Gargants are going to end up in clan colours).

After much agonising, I settle on Goffs for the Warlord's clan, though Bad Moons and Evil Sunz were both tempting options from the criteria of good clan colours and either having lots of Meks or hordes of vehicles. I settled on the Goffs because they get along reasonably well with most of the other clans (Evil Sunz in particular, so I can still have lots of vehicle in some warbands) and they go in for screaming hordes of Boyz in a big way. Last and most important, their clan colours are black which may be a little drab compared to the Bad Moons or Evil Sunz but is easy to paint and can always be relied on to look good.



Paul Bonner

Once I've settled on my Warlord's clan, I move onto rolling for his Warbosses. I get D3 for Evil Sunz and Death Skulls which come up 3 and 1 respectively, which is splendid – plenty of vehicles to be had there. Blood-Axes and Snake-Bites supply D3-1 Warbosses each; I get none from the Blood-Axes (gitz!) and one from the Snake-Bites. Lastly I get D6-2 from the Bad Moons, which gives me 2 Bad Moon Warbosses.

So I end up with three Goff warbands, three Evil Sunz warbands, two Bad Moons warbands, one Death Skull warband and one Snake-Bite warband – a nice mix overall with a bit of everything (except Blood-Axes, the gitiz). Now I can get on with designing the warbands individually and I'll come back to doing the Warlord's Gargant mob later.

I'll start by designing a standard Goff warband and a standard Evil Sunz warband and then do the rest of the warbands before doing the other two Goff and Evil Sunz warbands. This way, I can shape my forces so their roles in battle compliment each other rather than duplicating each other's efforts or getting in the way. Each warband has to be employed pretty much as a single unit, so it needs to be heavily slanted towards doing one job very well – like storming the enemy positions, giving support fire or sweeping round the enemy flanks.

I'll start off with the Goff warband, **Nazgrond Nashtul**. This will be a standard warband so I stick to the compulsory Boyz and Nobz – I pick one mob of Boyz with heavy weapons and one without to get the necessary numbers to make the warband suitably imposing on the table. For the final mob in the warband (I'm keeping to the basic four mobs to keep the cost of the warband down), I pick a Stormboyz Korps; Stormboyz are very useful for splitting off from the main body of the warband to do specific tasks or just to lay down covering fire while the rest of the warband keep charging.

I can only have a Warboss on foot as there are no vehicles in the warband but that's just fine – it's a pretty tough stand to stick in the centre of the warband and it's totally free! The total BR for the whole warband is 700 points which is reasonable but I'll need some cheaper warbands in the horde, something to bear in mind later.

The Evil Sunz warband, **Ashakkul Tarak**, I want to be reasonably cheap and fast so I can deploy them out on a flank to swing round the enemy and envelop one side. With the Evil Sunz at the wheel there's a chance they'll go crazy and charge off of their own accord so I may as well try to take advantage of this by not making this warband a supporting group but making them numerous enough to get away with charging off on their own.

I've got quite a few of the mobs already taken up with compulsory Bikes, Buggies and Battlewagons (I go for Bowelburna types because they're fast and have a battlecannon armament) so I take another Bike mob to pad out the warband's numbers further and leave it at that. I place the Warboss in a Bowelburna because it'd be useless having him on foot and a Warbike would be too vulnerable. The total cost of the Ashakkul Tarak comes to 900 points which is a bit steep but the warband does comprise 19 fast vehicles, so they may well come as a nasty shock to somebody.

BURZURUK'S BAD BOYZ

WARBAND

Warband Name ASHAK
KUR TARRAK

Warband Name BOWELBURNIA
300

Number of Mechaniks THREE

WAR BUGGY 150

WARBIKE 250

Warboss Retinue BOWELBURNIA
200

Warband Battle Rating 900

GARGANT MOB

TRIBAL NAME BURZURUK'S BAD BOYZ

Warlord's Name BURZURUK

SMASHER 1000

Total Horde Battle Rating 1500

Name KILLBOSS

SMASHER 1000

SMASHER 900

CRUSHER 800

Name SLASHASHA

Name DETHOUPPA

Name BIG RIPP

SLASHER 600

SLASHER 600

Name MUKHUSHA

Name DETHOUPPA

GARGANT MOB BATTLE RATING 4900

WARBAND

Warband Name MUSHUK
KEZEK

Warband Name BATTLEWAGON
250

Number of Mechaniks THREE

WAR BUGGY 150

BOYZ 150

Warboss Retinue FOOT

WARTRAK 200

Warband Battle Rating 750

WARBAND

Warband Name WARGNASH
MAGUK

Warband Name BOYZ
150

Number of Mechaniks ---

BOYZ 150

BOYZ 150

Warboss Retinue FOOT

BOYZ 150

Warband Battle Rating 1500

STORMBOYZ 250

NOBZ 150

STORMBOYZ 250

STORMBOYZ 250

NOBZ 150

BOYZ 150

TRACTOR BUGGY 300

STOMPER 200

WARBAND

Warband Name GOK LARD
KILLER

Warband Name KILLER
100

Number of Mechaniks ONE

BOYZ 150

BOYZ 150

Warboss Retinue STOMPER

NOBZ 150

Warband Battle Rating 1900

WARBAND

Warband Name FATLOB
KUSHUK

Warband Name NOBZ
150

Number of Mechaniks FOUR

BOYZ 150

BOYZ 150

Warboss Retinue BRANCEVSHA

BATTLEWAGON 250

Warband Battle Rating 1350

BRANCEVSHA 650

BOYZ 150

WILDBOYZ 50

WARBAND

Warband Name BURZ WOMBA
SNAGA

Warband Name GRETCHINS
50

Number of Mechaniks ---

GRETCHINS 50

GRETCHINS 50

Warboss Retinue FOOT

GRETCHINS 50

Warband Battle Rating 400

WARBAND

Warband Name NAGGROND
NASH TUL

Warband Name BOYZ
150

Number of Mechaniks ---

BOYZ 150

STORMBOYZ 250

Warboss Retinue FOOT

NOBZ 150

Warband Battle Rating 700

WARBAND

Warband Name SKEK
LUZURK

Warband Name WARBIKE
250

Number of Mechaniks THREE

WAR BUGGY 150

SKULLHAMMA 750

Warboss Retinue SKULLHAMMA
300

SPLEENRIPPA 300

Warband Battle Rating 2000

WARBIKE 250

BONECRUNCHA 300

BOARBOYZ 100

WARBAND

Warband Name GURUKZ
SNORTAZ

Warband Name BOARBOYZ
100

Number of Mechaniks ---

BOARBOYZ 100

BOARBOYZ 100

Warboss Retinue BOAR BOYZ

BOYZ 150

Warband Battle Rating 550

WARBAND

Warband Name KARGAK
RATGLOB

Warband Name BOYZ
150

Number of Mechaniks ---

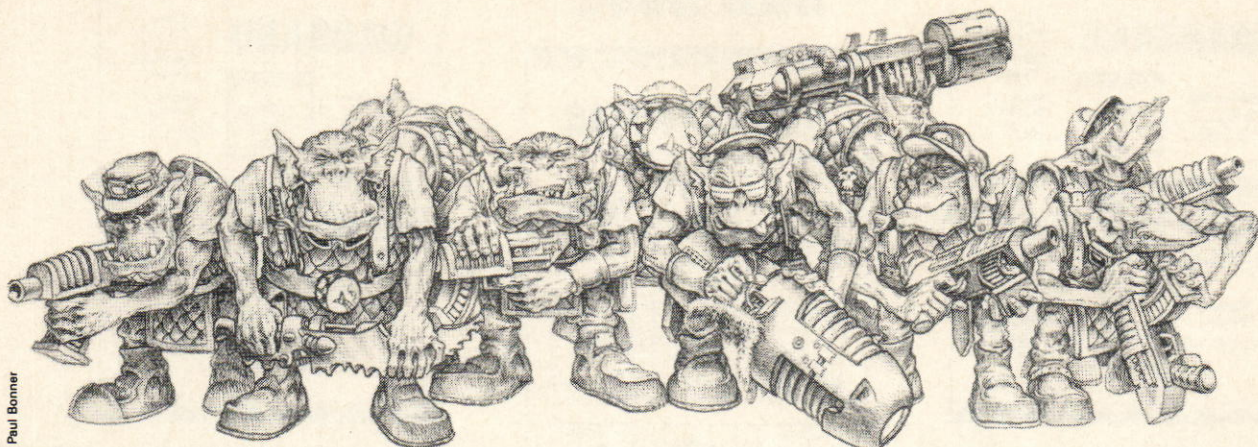
BOYZ 150

BOYZ 150

Warboss Retinue FOOT

NOBZ 150

Warband Battle Rating 600



Next I do the two Bad Moons warbands, Fatlob Kushuk and Gok Lard, one of which I want to act as a fire support group and the other as a heavy assault group. **Fatlob Kushuk** is going to be the support warband, so I pick both compulsory Boyz mobs as ones with heavy weapons. The Nobz are compulsory but they've got missile launchers so are quite welcome as well.

To give the warband the mobility it needs to get into a good firing position, I take a Battlewagon mob – I'll have to be careful about not getting caught with the Boyz on board the wagons when the shooting starts. To give them some real shooty value at long range, I also take a mob of Braincrushas and put the Warboss in a Braincrusha as well. Total cost for the Fatlob Kushuk is 1350 points – when I use these I'll have to make sure the enemy is kept nice and busy while they move into position or it could cost me dearly, but their firepower will be essential for pinning down the enemy.

Gok Lard is a heavy assault group intend to go and mix it up front where the action is. After placing my compulsories (again I go for one mob of Boyz without heavy weapons to get the numbers in the warband up nice and cheaply), I take two extra Nobz mobs, another Boyz mob with heavy weapons, a Traktor Buggy mob and a Killer Dreadnought mob. I've gone for a lot of Nobz because their saving throw is better than normal and their CAF is good enough to take on most opponents. After some deliberation, I also put in a mob of three Stompers and put the Warboss in a fourth Stomper.

This warband is intended for going over the top and storming enemy positions – they have enough heavy weapons to lay down some withering fire before they attack and the traktor beams will come in very handy for harassing the opposing units. Hopefully the Stompers can provide some lasting covering fire with the protection of their power fields to keep them in action. Gok Lard is 1900 points but should be well worth it in any reasonably big battle.

Finally, before moving back to do the rest of the Goff and Evil Sunz warbands, I'll do the Snake-Bite and Death Skulls warbands, Gurukz Snortaz and Burzwomba Snaga. I want both of these warbands to be cheap enough to fill the gaps when I pick a force for battle.

As their name suggests, **Gurukz Snortaz** have got a lot of Boarboyz, including their Warboss and just one Boyz mob. Boarboyz are good and hard and have the speed to charge someone's flank or to get into close combat pretty quick. It doesn't matter if the Boyz get left behind – they'll either

charge or first fire which is just fine. The Snortaz come to just 550 points and will be great fun to use, so I'm quite pleased with them.

Burzwomba Snaga are going to be a cheap skirmish screen to soak up fire and distract the enemy from my real intentions and that means just one thing – Gretchin! I take the maximum number of Gretchin I can have, plus some Wildboyz to add a real threat against anyone who fancies trying to get into close combat. I also take a Boyz mob with heavy weapons so the warband has some long range bite. Obviously I take the Warboss on foot. Burzwomba Snaga is wonderfully cheap, only 400 points, so it'll be ideal for blundering around in front of the enemy and getting killed until they get to a decent vantage point to get on first fire orders.

The next to tackle are the two remaining Goff warbands, Kargak Ratglob and Wagnash Maguk. **Kargak Ratglob** is a rich Warboss – he's got lots of Boyz with heavy weapons. This warband is another group for moving into range and blasting the opposition for a while before sticking the boot in. I keep the warband down to minimum size and plump for three Boyz mobs with heavy weapons plus the Nobz. Again the Warboss is on foot and again the warband comes out nice and cheap at 600 points.

Wagnash Maguk is going to be a really big one, so I take four Boyz mobs, two with heavy weapons and two without. Next I place in the compulsory Nobz mob and take three Stormboyz Korps so the warband has some independent firepower groups attached to it. The Warboss is on foot and the total for the warband comes to 1500 points for 39 infantry stands making the Maguk a good intimidating warband which is actually quite flexible because of all the Stormboyz in it.

Now I come to the two Evil Sunz warbands, the first of which, **Mushuk Kezek**, I want to make a cheaper flanking group. I keep to minimum warband size and take Battlewagons so I can carry a Boyz mob and the Warboss, whom I opt to keep on foot this time. The idea of this warband is that they sweep round the flank and drop off the Warboss and the Boyz who provide covering fire while the vehicles speed off to the enemy's rear. I expect this warband to suffer heavy casualties but for 750 points they're worth it for the distraction value.

Skebek Luzurk is going to be a really big warband with lots of vehicles so they can run straight over part of the enemy line. I take an extra mob of Warbikes to add to the compulsory Bikeboyz mob (which are also Warbikes) and I take Spleenrippa Battlewagons and an extra mob of

Bonecrunchas for their good overrun factor. Finally I take a mob of Skullhammas and put the Warboss in one as well so I have something really hard in the warband to give it a bit more weight. Skebek Luzurk is the most expensive warband so far at 2000 points so it can only really be of any use in a large battle – but the possibility of cramming them in on a smaller game might be fun.

Last of all I do the Gargant mob. I'm going to stick with having six Gargants because I don't want to lose any warbands and six should be plenty anyway. The main function my Gargants will serve is long-range support and neutralizing enemy Titans so I want at least some of them to be dead shooty. With this in mind, I put the Warlord (Burzuruk himself) and one of his henchmen in Smasher Great Gargants with head turrets and I take another Smasher type without a head turret for something slightly cheaper. I take one Crusher Great Gargant without a head turret for getting in close and squashing things. Finally, I take two Slasher Gargants for cheaper options to use in battles where I want Great Gargants but can't afford the points or I want several Gargants to use at once.

The total for Burzuruk's Bad Boyz is 15,500 points so I doubt I'll be using the whole horde in a hurry! There are some things I haven't even touched on in this horde, like captured Imperial stuff, various Oddbitz and mercenaries which would all be good fun to use. I'll probably include some extra things like that once I've played with this horde for a while and got a feel for it.

TACTICS

Orks are harder to use in battle than you'd think. Just steaming towards the enemy doesn't generally work – unless you've got totally overwhelming numbers like three to one or better, things tend to get wiped out faster than they can move up as they close within range of the enemy.

The answer is to make sure you soften the enemy up before hand with off-table barrages and direct fire, then charge in to mop up the survivors before they get away or reorganise. You have to be careful not to get bogged down in a firefight with enemy forces who are better armed than you; if you do, manoeuvre into a position where your opponent has to destroy your cheap skirmishing type units before he can attack the good stuff.

Don't forget that when firing at infantry you have to target the closest enemy stands first. Use this to your advantage by deploying cheaper troops at the front of the warband and placing the better stuff progressively further back.

Think about how you actually place infantry stands – you can avoid getting too badly chewed up by burst weapons by maintaining decent spacing. Similarly, place cheap warbands directly in front of the enemy, preferably in cover so they'll last longer, and let them get shot at – this will force the enemy to stay in position to keep firing at you effectively or force him to move and hopefully create a gap you can exploit.

Vehicles in an Ork horde are rather unreliable but are generally pretty fast with reasonably good armament. Exploit this by flinging them out wide of the frontline and probing at the enemy's flanks and try to find a weak point to break through. At worst, you'll pin the enemy down and possibly force him to pull stuff out of the line to bolster up his flanks. At best, you'll manage to break through and cause him no end of trouble rampaging around his rear. Stompers are worth a mention in their own right because

they're ideal for supporting infantry warbands – they've got a good armament and good survivability and if they're moving as part of a warband that's on foot their slow movement rate is no problem.

Gargants are big chunks of firepower and good value for points – they can generally absorb lots of damage before going up and they carry more guns than their Imperial or Eldar equivalents. Smasher Gargants generally do well to stop moving as soon as they get within range of the enemy and pound them to bits before moving closer. The same holds true for Slasher type Gargants as well. In general, Crusher Gargants should only be used when enemy Titans are expected and you need to close the distance and engage the Titans in close combat or bring the Snapper's multi-melta into range as quickly as possible.

Another point to remember is that, whatever happens, you'll generally outnumber your opponent in terms of how much stuff you've got on the table – press your advantage home once you've softened him up and keep him on the run.

The most important decision you'll have to make in a battle is when to close in – too early and you'll just get blown to pieces, too late and you'll have lost too much of your force to make it. Don't be overly worried about mobs getting outside the command range of the Warboss – they won't generally do anything too disastrous, particularly if they're infantry. In fact it can often be a good idea to let some mobs split off and do their own thing.

Most important of all is to remember that you're Orks and Orks never taste defeat – they just get beaten off and come back later when nobody's looking!



SPACE MARINE™

PRAETORIANS

RULES FOR THE CAPITOL IMPERIALIS AND HELLBORE

by Andy Chambers

Praetorian class vehicles are the Imperium's giant specialist war machines, found on battlefields throughout the galaxy wherever their combined transport and destructive capabilities are required. This article gives rules for two Praetorian class vehicles: the huge Capitol Imperialis command transporter and the mighty Hellbore tunneller.

The Capitol Imperialis is a vast and complex Praetorian. Its construction and maintenance require many devoted hours of litany and prayer from the Techpriests of the Adeptus Mechanicus. The firepower mounted by the Capitol Imperialis is fully as devastating as that of a Titan although it is normally reserved for specialist functions.

The Imperium operates the Capitol Imperialis in a number of roles. Many are employed as Regimental and Chapter command vehicles. Others are used as mobile chapel-workshops for the Adeptus Mechanicus. Occasionally Capitol Imperialis accompany Siege Titans in the storming of fortified cities to act as assault transports. Rarest of all are the Capitol Daemonicus operated by the Ordo Malleus to combat full scale incursions of Chaos.

The Hellbore Praetorian is fielded when assaulting heavily fortified positions and emplacements, using its ability to bore out a tunnel to best effect as troops are moved up to push the attack home. Unlike other tunnellers, the Hellbore burns its way through the ground with a bank of multi-meltas, leaving a safe tunnel for infantry, walkers and bikes to follow it underground to the battlefield.

Because of the seismic disturbances caused by the Hellbore as it surfaces, it is possible for whole city sectors to crumble before a Hellbore assault – often the mere sight of these terrifyingly destructive machines moving into position is enough to bring a besieged city to its knees.

Both the Epic scale Capitol Imperialis and Hellbore are now redefined within the Epic rule system as Praetorian class vehicles and this article replaces the previously published rules for these models. The following rules cover Praetorians in general and the new updated Capitol Imperialis and Hellbore in particular.

ORDERS PHASE

Praetorians move and fire in the Titan segments of the turn as appropriate for their orders.

Order counters are given to each Praetorian in play.

First Fire

Praetorians on first fire orders may not move or turn in place. They fire in the first fire segment and receive the +1 first fire bonus.

Advance

When on advance orders, Praetorians may move at up to their advance rate straight forward or straight back and make a single 45° turn at the end of their move.

Charge

When on charge orders, Praetorians may move forward at up to their charge rate, make one 45° turn at the end of their move and receive a -1 modifier to their firing.

Damage Control

Praetorians on damage control orders may not move or fire but receive +1 on rolls to fight fires (see later) and repair damage.

MOVEMENT PHASE

Praetorians use the following Terrain Effects Table.

TERRAIN EFFECTS TABLE

Terrain	Effect	Terrain	Effect
Buildings	Impassable	Woods	None
Rubble	Difficult	River	Dangerous
Walls	Difficult	Lake	Dangerous
Cliffs	Impassable	Marsh	Dangerous
Hills	Difficult		

Walls higher than the model are impassable.

Dangerous Terrain

Praetorians that cross dangerous terrain fail their dangerous terrain test on a dice roll of 1-3.

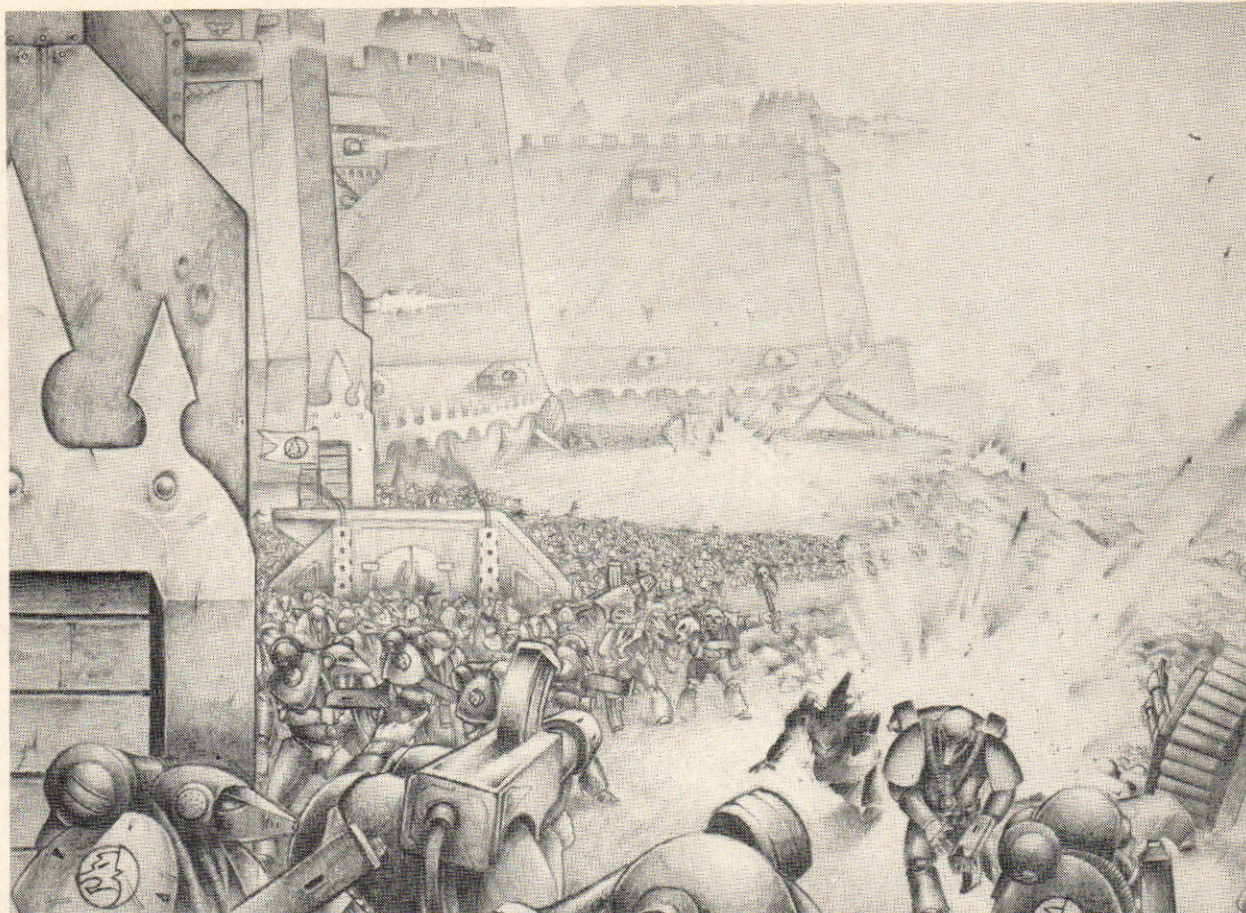
Line of Sight and Cover

The line of sight and cover rules in Space Marine apply in full to Praetorians.

Praetorian Rams

Praetorians may ram buildings, vehicles, Titans or other Praetorians. They must stop moving when they contact a Praetorian, Titan or building but may continue their movement after ramming a vehicle.

To resolve a ramming attempt, both players roll one dice. The Praetorian adds its current damage rating to the score; the victim's score is modified as follows depending on what is rammed.



ADRIAN SMITH

Praetorian or building: modified by adding the *current* damage rating (DR) of an opposing Praetorian or building (buildings are considered to start the game with a DR of 3; this is reduced by one for each critical hit they have taken so far – for a full explanation of damage ratings see later). In rams against targets with a damage rating, the difference between the two scores is the loss in DR taken by the loser, or the number of critical hits in the case of a building.

Vehicle or Titan: modified by adding the AR of an opposing vehicle or Titan (this represents the ability of the target to get out of the way, so light armour is an advantage). Against units without a damage rating, if the Praetorian loses, its target escapes and no damage is done. If the scores are drawn both the Praetorian and its target suffer a critical hit. If the Praetorian wins it inflicts a number of critical hits on the loser equal to the amount it won by and suffers one superficial hit itself.

First Fire: units on first fire orders may snapfire before a ram attempt is made, the fire taking place outside the ramming vehicle's void shields.

Praetorian Overruns

Overruns by Praetorians are handled in the same way as normal vehicle overruns with two exceptions:

- field artillery is overrun in the same way as infantry using its own CAF to defend itself;
- field artillery and infantry stands successfully overrun by a Praetorian are automatically destroyed (with no save).

Units being overrun may snapfire inside the attacker's shields if on first fire orders.

REPAIR PHASE

Praetorians may attempt to repair void shields during the repair phase. Roll a dice for each void shield which is down, adding +1 if on damage control orders; on a 5 or 6 the void shield is back up and on a 1 it is permanently burnt out.

Praetorians are also able to repair a certain amount of the damage they suffer. This is achieved by damage control teams and inspired jury-rigging rather than by the complex auto-repair systems carried by Titans. They must be on damage control orders to try to repair damaged systems but may fight fires regardless of their orders (see later).

Repairs to damaged systems may only be made if the Praetorian is on damage control orders. Roll a dice; the repairs are successful on a 4 or more (the +1 to repair rolls has already been included).

Fires

Fires are a great danger on board vehicles. Uncontrolled, they can sweep through the vehicle, killing the crew and triggering magazine explosions. Fire-fighting takes place in the repair phase. You must roll one dice for each fire on the vehicle, adding +1 if on damage control orders. Look up the result on the table below:

Roll	Result
1	The fire rages out of control: reduce the vehicle's DR by one and roll once on the Praetorian Special Damage Table.
2-4	The fire is still burning: reduce the vehicle's DR by one.
5-6	The fire is extinguished.

COMBAT PHASE

Praetorians may use spray fire with any multiple weapon mount (or battery as they are generally called) in the same way as Titans.

Praetorians, due to their sheer size and heavy armour, are able to absorb far more damage than normal vehicles. To represent this they have an additional statistic called damage rating (DR) which dictates the amount of hits they can survive. It is necessary to keep track of the vehicle's current DR and other damage either with counters or on a piece of scrap paper. When a vehicle's DR reaches zero it is destroyed.

Some Praetorians have a plasma reactor and so are able to maintain a number of void shields. These will each absorb one hit before being knocked down and may be repaired in the following turn. Other Praetorians carry power fields which will absorb one hit each before going down just like void shields but cannot be repaired during the game. The details on individual vehicles state which sort of shield they have.

When the void shields or power fields have all gone down on a Praetorian, further hits will possibly damage the vehicle. Roll for the level of damage on the Weapons Table in Codex Titanicus. Hits that are deflected cause no damage.

If the damage is superficial, the Praetorian makes a saving throw; if it fails the save, the vehicle's DR is reduced by one.

If the damage is critical, the vehicle's DR is reduced by one and a roll is made on the Praetorian Special Damage Table.

PRAETORIAN SPECIAL DAMAGE TABLE

Roll	Result
1-2	No special damage.
3-4	Internal explosions: reduce the vehicle's DR by a further one.
5	Fire breaks out on board the vehicle (see Fire rules).
6	Systems damage: roll again on the Systems Table to find out which system is damaged.

SYSTEMS TABLE

Roll	Result
1-2	Immobilised: the vehicle is unable to move until repairs are made. If the vehicle is immobilised again before it is repaired, the result is permanent.
3-4	Weapon battery knocked out: one weapon battery is destroyed and may not be repaired. The battery affected should be determined randomly. For example, the Capitol Imperialis has five batteries comprising a defence laser, two heavy plasma gun batteries and two heavy bolter batteries. If a weapon battery is hit, a dice roll would indicate the location with a 1 being the defence laser, 2 or 3 being one of the plasma batteries and so on.
5-6	Fire control centre damaged: the vehicle suffers -1 on all to hit rolls until the fire control centre is repaired. Further hits on the fire control centre before it is repaired make the damage permanent.

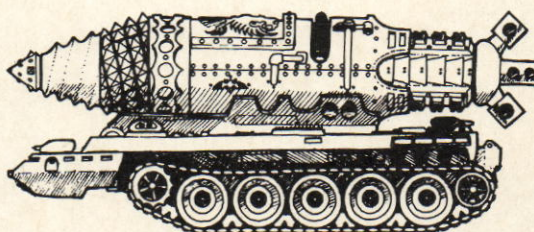
Reroll any hits against systems already permanently damaged.

Close Combat

Titans: Titans which move into contact with Praetorians may attack them with close combat and ranged weapons. A Praetorian has the option to fire on its attacker from outside its shields as the Titan closes, or to fire inside the Titan's shields simultaneously with the Titan's own attacks.

Infantry: Infantry stands may attempt to board a stationary Praetorian treating it as a close assault into a building. The defending vehicle may snapfire at the attacking infantry if it is on first fire orders. Any friendly infantry on board the vehicle may help to defend it; the vehicle's crew also fight, making up the equivalent of one stand per current remaining DR. Crew stands have a CAF of +1. If the attackers destroy all defending stands, they capture the vehicle. A captured Praetorian may not move or fire for the remainder of the battle, even if recaptured.

THE HELLBORE



Hellbores are specialist tunnellers which move underground in the same way as Imperial Moles and Termites but also leave a tunnel which can be used by other troops to follow up the Hellbore to its surfacing point.

There are two sets of statistics: one for the Hellbore tunneller itself and one for the transporter that carries it onto the battlefield.

Name	AR	DR	SAVE	CAF	SPEED	BR
Hellbore	0	3	2+	+4/+2	10#	500
Transporter	0	3	2+	+4/+2	8/12	-

Hellbore Weapons: Multi-Melta (SwL4, SwR4), Heavy Bolters (SwL4, SwR4).

Transporter Weapons: Heavy Bolters (SwF2, SwL2, SwR2).

Notes: Transporter has 2 power fields. Hellbore has a movement of 10cm underground. It can carry 12 infantry stands/walkers or 4 light vehicles or 2 Rhinos.

Special Rules

The Hellbore uses the tunnelling rules in Codex Titanicus except that instead of simply digging its way under the earth, the Hellbore employs banks of multi-meltas to burn its way forward.

You should mark the point where the Hellbore starts tunnelling with a circle of card 5cm across - this represents the hole that remains after the Hellbore begins to dig. If available, a 5cm vac-form plastic crater makes an excellent alternative starting marker.

When the Hellbore surfaces, the ground in the area of its emergence becomes a slow whirlpool of semi-molten earth and rock. Its current position is determined and the 12cm airburst template is placed at that point (if possible the 12cm template should be replaced with a plastic vac-form crater).

All infantry units under the template are automatically destroyed; all other units under the template suffer 1D3 critical hits discounting any void or power shields. All surviving units are moved to the edge of the 12cm template.

Units within 12cm of the edge of the template when the Hellbore surfaces must make a saving throw to survive. Buildings within 18cm of the centre of the template suffer D6 automatic critical hits.

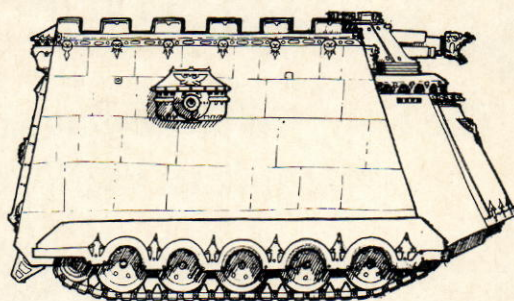
Once the Hellbore has surfaced, coolant jets are used to make the area safe to disembark troops the following turn.

The tunnel bored out by the Hellbore may be entered by infantry, walkers and bikes. They enter it by starting the turn touching the entry point marker. Units may not enter the tunnel on the turn the Hellbore starts digging or exit the tunnel on the turn it surfaces.

Units which enter the tunnel on the turn after the Hellbore started digging will exit on the turn after the Hellbore surfaces, units which enter the tunnel two turns after the Hellbore started digging will exit two turns after it surfaces and so on.

If the Hellbore is destroyed after surfacing, the wreckage will block the tunnel exit and units still in the tunnel must turn back. A careful note should be kept of units in the tunnel and the turn they will surface.

THE CAPITOL IMPERIALIS



BOB NAISWORTH

The standard Capitol Imperialis may be operated as an independent unit in a battle or used as a replacement for the standard Regimental HQ vehicle in the Imperial Guard and Space Marine army lists.

Name	AR	DR	SAVE	CAF	SPEED	BR
Cap. Imperialis	0	4	3+	+6/+3	8/16	500

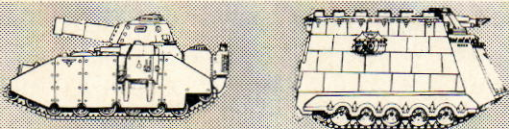
Weapons: Defence Laser (SwF1), Heavy Plasma Guns (SwL4, SwR4), Heavy Bolters (SwL4, SwR4).

Notes: 4 void shields: may carry up to 12 infantry stands or equivalent. Transport.

IMPERIAL GUARD AND SPACE MARINE ARMY LIST ADDITIONS

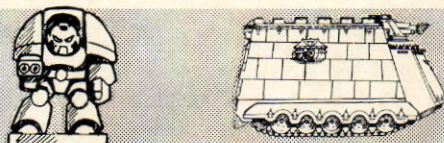
Replace the Regimental HQ box in the Epic Imperial Guard Army List (WD125) with the following box and add the Praetorian Detachments box.

REGIMENTAL HQ



An Imperial Guard Regiment may have either a Baneblade (at no points cost) or a Capitol Imperialis (BR 250) as its Regimental HQ.

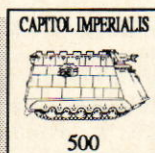
REGIMENTAL HQ



A Space Marine Regiment may have either a Terminator stand (BR 100) or a Capitol Imperialis (BR 250) as its Regimental HQ.

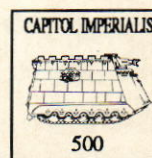
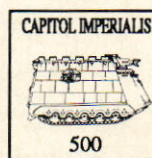
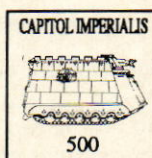
The Regiment may choose both the Terminator stand and the Capitol Imperialis for 350 points but in this case the Capitol Imperialis doesn't receive HQ status and is treated as a normal Praetorian.

0-3 PRAETORIAN DETACHMENTS



1 CAPITOL IMPERIALIS OR 1 HELLBORE

Photocopy these counters, glue them to thin card and cut out ready for use.



Note that the Space Marine army list already contains a box allowing 0-6 Capitol Imperialis Detachments. There is no allowance for Hellbores in the standard Marine army list; these Praetorians are only used for specific actions or by regiments specialising in close assault attacks that require tunnelling – see the Blood Angel and Ultramarine variant lists for examples of regiments using Hellbores.

SPACE MARINE™

EPIC REALM OF CHAOS

HOW TO DESIGN A CHAOS HORDE IN EPIC SCALE

BY ANDY CHAMBERS

Chaos is an ever-present threat to the Imperium of Mankind: its armies constantly raid from the heart of the Eye of Terror and its worshippers within the Imperium band together into cults, waiting for the moment they can rebel and overthrow a planet in the name of their dark gods.

In this article, we present the first part of the Epic Chaos army list for use with the forthcoming boxed set of plastic Epic Chaos miniatures and full range of metal miniatures. In a future issue, we'll be providing rules for the awesome Chaos Artifact Weapons and for using Daemons on the Epic battlefield – here, we're covering the rules for fighting with warbands and cults as the first step in building up a mighty Chaos horde.

The Eye of Terror lies on the north-western edge of the galaxy in relation to Terra. It forms the largest area of warp/realspace overlap known to man. WarpSPACE is an alternate dimension of psychic energies which is constantly stirred by the emotions and souls of the inhabitants of the material universe. At the centre of the Eye of Terror, a rift in the fabric of realspace allows egress to the unfettered power of Chaos, producing an area where the material universe comes under the sway of the powerful entities which rule the warp.

There are numerous worlds and star systems in the Eye of Terror, many of which are inhabited by mortals held in thrall by Chaos. Reality and the laws of time and space are meaningless in the Eye of Terror – Chaos makes its own laws and nothing is beyond its power. Each world is a separate sub-reality, shaped and reshaped by the whim of one of the Great Powers. The Eye of Terror is a refuge and a base for the servants of Chaos: Renegades, Mutants, Cultists – the flotsam and jetsam of the galaxy fleeing from the Inquisition and Imperial justice. Ships lost in warpSPACE are drawn to the Eye of Terror like twigs caught in a whirlpool. Often these vessels are boarded by the inhabitants of the Eye and used to travel the warp and reach inhabited space. Boarding a space hulk can trap would-be passengers for an eternity, but the servants of Chaos are careless of such things.

Nearer the centre of the Eye of Terror, the energy from warpSPACE becomes more powerful and Daemons are able to move freely from world to world. Daemons normally suffer when deprived of energy from the warp and find it easier to exist near the flow of cosmic energy at the centre of the Eye of Terror. For this reason, the worlds which lie closest to the center of the Eye are known as the Daemon Worlds.

Every Daemon World is ruled by a Daemon Prince, either acting as a proxy for one of the Great Powers or as an independent entity who controls the world as his whims take him. Constant warfare rages through the Daemon

Worlds as the four Powers of Chaos hurl their followers into endless wars for amusement or in pursuit of unfathomable goals. The Great Powers of Chaos are the collective psychic manifestations of powerful drives and emotion in the material universe: Khorne is god of war and bloodshed; Nurgle embodies the drive and determination of all those doomed to live their lives with the inevitability of death; Tzeentch feeds on ambition and the desire for change; Slaanesh is the god of hedonism and lust.

On occasion, Daemon Princes gather their forces and put aside their own squabbles to undertake a major incursion into realspace. The Chaos Renegades from a single world or continent board space hulks and set sail into the warp to meet whatever fate their gods send them. Many such hulks disappear completely in warpSPACE – others are hurled thousands of years into the future or past. Some never leave the warp and drift endlessly, but a few, a precious few, come to planets populated by men and the Renegades find sacrifices and slaves for their thirsty gods.

THE ARMIES OF CHAOS

The forces of Chaos don't have a strict organization like the forces of Humanity. Chaos Renegades fight and raid in relatively small groups known as **warbands**. Warbands are composed of a number of followers led by a **Champion** who holds sway over the warband through a mixture of strength, cunning and the favours of his patron Power. Champions are not trained leaders and often do not encourage or even care about their followers – followers are simply creatures who are too weak to take the full Mark of Chaos. Still they flock to the banners of Champions, perhaps in the hope that the success of a particular Champion will somehow bring good favour upon themselves. Followers can be of many kinds: Humans, Dark Eldar, Beastmen, Chaos Marines and Squats – even Creatures of Chaos such as Minotaurs, Trolls or Chaos Spawn are seen in some Champion's retinues. Truly mighty Champions may command the dread Chaos Titans

as part of their retinues, and even these gigantic war machines are twisted and mutated by the warp into hideous engines of flesh and metal.

More insidious than the rapacious Renegade warbands are the groups of worshippers which spring up in secret on worlds where men start to turn towards Chaos. Each of these **cults** is led by prophet or visionary who has seen the awesome power of Chaos and turned wholeheartedly to its worship. This man is often a powerful psyker and acts as head or **Magus** of the cult. Cults are secretive, with the Magus working through an acolyte and an inner circle of followers known as the **coven**. A cult may also contain Mutants and Beastmen amongst its neophytes but for the main they are made up of ordinary Humans seduced by Chaos.

Once the cults on a world are powerful enough, they will try to overthrow the local authorities and turn the whole planet to the worship of Chaos. They serve an important function through their prayer and sacrifice by opening a way to the world for Daemons to manifest themselves and creating a beacon of worship in the warp that Chaos Renegades can steer their hulks toward in their search for slaughter.

The warbands and cults a particular Chaos Power brings together are known collectively as a **Chaos horde**. Within the horde, warbands of Chaos Renegades are normally conglomerated together into **battles**, so Beastmen, Champions and other followers can fight together in more effective units. Each battle is led by either an exalted Champion who has almost reached the status of Daemon Prince or a full Daemon Prince who owes his allegiance to the horde's commander. The motivating force of the horde

is invariably a revered Daemon Prince or occasionally a Greater Daemon of the utmost power. He rules the horde with an iron hand and collects a tribute of souls from the subjugated worlds trampled underfoot by his minions. The Daemon Prince renders up his offerings to the ultimate power of his own patron god.

The cults and battles gathered into a single horde may contain followers of more than one Chaos Power. Though some of the Powers are violently opposed to one another, some will work together toward a common goal. Such alliances are always shaky and tend to erupt into violence as soon as the goal is achieved – this is all most entertaining to the Chaos Powers, of course.

A horde has no pyramid type organization to it; the battles and cults have their own bands of followers which fight together, seldom if ever breaking up into smaller groups unless their leader is killed. This means that there is no equipment held at higher command levels to be distributed as needed – the battles and cults each make do with what they have got or scavenge from the fallen.

Designers Note: in this article, we're presenting part of the rules for Chaos in Epic scale for use in conjunction with the Chaos plastic box set and metal ranges which are to be released shortly. Don't feel that you can't use a Chaos force until you have the right models – you can improvise. Use normal Marines in place of Chaos Marines, Imperial Guard in place of Cultists and so on. Feel free to do so with my blessings. At some points, you'll come across references to the rules for Artifact Weapons and Daemons – we can't publish the rules in this issue due to restrictions of space but we hope to present them in a future White Dwarf for your entertainment and edification.

CULT		PATRON
CULT NAME _____		
DETACHMENT 1	DETACHMENT 2	DETACHMENT 3
DETACHMENT 4	DETACHMENT 5	DETACHMENT 6
MV SV CAF BASIC WEAPONS HEAVY WEAPONS		
COVEN		
TOTAL CULT BR _____		NOTES

BATTLE	
PATRON	
BATTLE NAME _____	
DETACHMENT 1	DETACHMENT 2
DETACHMENT 3	DETACHMENT 4
LEADER _____	
TOTAL BATTLE BR _____	

BATTLE & CULT ORGANISATION TEMPLATES

DESIGNING A CHAOS HORDE

As mentioned earlier, each horde consists of a number of battles and cults. You design each battle and cult yourself by selecting and attaching **detachment counters** to the **organization templates** provided with these rules.

ORGANIZATION TEMPLATES

An organization template is a representation of the forces available in a cult or battle. Each space on the template represents a single **detachment** of followers, which can be Beastmen, Dreadnoughts, Titans or whatever – it all depends on the patron Power of the Magus or battle commander and what you want to go in his cult or battle.

The Chaos army list tells you exactly what detachments you can place in what battles or cults. For now just remember that each space can take one **detachment counter**.

There are two types of template: the **battle template** and the **cult template**. Each horde has up to ten battles or cults. Although the horde may always contain a total of ten battles or cults, those aligned to a particular Power can gain extra favour by limiting their numbers to conform to their Power's sacred number. In this case, the Power may send one of its Greater Daemons to command the horde, a truly great honour for the followers of Chaos! The sacred numbers of the various Powers are:

Power	Sacred Number
Khorne	8
Slaanesh	6
Nurgle	7
Tzeentch	9

For further details of the benefits of this see *The Horde Commander* later in these rules.

Battle Template

The battle template has a box to hold a counter showing the rune of the battle's Chaos Power and four extra boxes to place detachment counters into. The battle can have more boxes if you wish but all of them must be filled when you design the battle.

Cult Template

The cult template has a box for the rune of its patron Power and six other detachment boxes. Just as with the battle template, you have to use all the boxes on the cult template and if you want to add more boxes you must fill all of them.

DETACHMENT COUNTERS

Later in this article you'll find a sheet of counters. Photocopy these and stick them onto a sheet of stiff card before cutting them out. You'll probably need to photocopy several sheets of counters to have enough to fill out the whole horde. Each counter represents a detachment of troops or vehicles which are present in a cult or battle.

The detachment counters have an illustration of the type of vehicle or troops they represent as a guide to help you quickly pick out the right counters when you're designing your horde. At the bottom of the counter is the BR of the detachment – note that this is the BR for the whole detachment, not its individual elements. The army list tells you exactly how many infantry stands or vehicles of what type are in each detachment.

BATTLE

PATRON

BATTLE NAME _____

DETACHMENT 1

DETACHMENT 2

DETACHMENT 3

DETACHMENT 4

LEADER _____

TOTAL BATTLE BR _____

Patron Box: fix the rune of the Power the battle serves here. When filling out the rest of the battle template, it's important to know which Power the warriors are aligned to. The warbands which comprise the battle bear their patron's symbol on banners, vehicles and so on to proudly proclaim allegiance to their Chaos Power.

Detachment Boxes: you can place one detachment counter in each box. You may increase the number of detachment boxes if you wish by drawing more boxes on below the template or sticking several templates together – but remember when you fill out the template every box must be used.

Leader: the leader of the battle is either a minor Daemon Prince or a Chaos Champion of exalted status. In a game, the leader of the battle is either a single Daemon Prince model or a single stand representing the Champion and his most trusted

henchmen. A Champion may be mounted at an increased points cost. You must write down here what type of leader the battle has, Daemon Prince or Champion, and, in the case of a Champion, whether or not he is mounted.

Total BR: add up the total BR of all the detachments you've chosen and write it in here. Don't forget to add the cost of the leader.

Coven: when the cult emerges for war the acolyte and the inner circle of the coven accompany the Magus and act as his personal bodyguard.

The coven receives the most favour and rewards from their masters and so they make fearsome opponents in battle. The statistics for the coven are randomly generated (see later).

Patron Box: the rune of the Chaos Power of the cult should be placed here. When you're filling out the rest of the cult template it is important to know which Power the cult follows. The Cultists hastily scrawl the symbol on banners, captured vehicles and so on to bring favour from their Chaos Power.

Detachment Boxes: you can place one detachment counter in each box. You may increase the number of detachment boxes if you wish by drawing more boxes on below the template or sticking several templates together.

Total BR: add up the total BR of all the detachments you've chosen and write it in here. Don't forget to add the cost of the coven.

CULT

PATRON

CULT NAME _____

DETACHMENT 1

DETACHMENT 2

DETACHMENT 3

DETACHMENT 4

DETACHMENT 5

DETACHMENT 6

COVEN

TOTAL CULT BR _____
NOTES _____

USING THE ARMY LIST

Before starting to design your cults and battles, photocopy plenty of templates and counter sheets. You'll find it easier to handle the counters and templates if you glue them to stiff card before you cut them out. When you're ready, look at the army list to find out what detachments you can place in each cult or battle. The army list is divided into two actual lists. The first is the **Chaos Renegade list** which is used for filling out battle templates and the second is the **Chaos Cultist list** which is used for filling out cult templates. You can't pick things from different parts of the army list, so you can't pick detachments from the Cultist army list if you're filling out a battle template, for instance.

Each list contains a number of boxes for different types of detachment. Each box starts by telling you the general type of the detachment and the minimum and maximum numbers of detachments of that type which can be chosen for a cult or battle.

The minimums and maximums may vary according to which Chaos Power the cult or battle is aligned to. This is indicated by a list of the runes of the four Great Powers plus Undivided Chaos at the top of the box, with the differing minimums and maximums written underneath. For convenience, there's a reference sheet at the start of the lists which tabulates the minimums and maximums for each Power in an easier format.

Also in the box are copies of the detachment counters on the sheet. These are to show you what specific detachment types are available. Written underneath the counter is a note of precisely how many vehicles or infantry stands each counter represents.

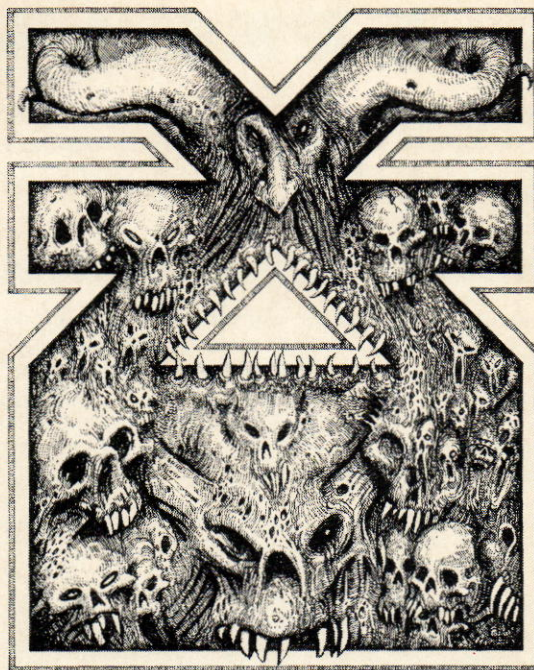
FILLING THE TEMPLATES

There are certain restrictions on what you can place in each battle or cult dictated by what Chaos Power they follow. Either the horde is completely dedicated to a single Chaos Power or it bears the banners of Chaos Undivided. As the Chaos Powers are diametrically opposed to each other, even a horde dedicated to Chaos Undivided can only contain forces belonging to two Powers.

The inter-relations of the Chaos Powers are rather complex and best not examined in detail here. Suffice it to say that the forces of Khorne and Slaanesh will kill each other on sight, as will those of Nurgle and Tzeentch. Hence a horde could contain followers of Khorne plus those of Tzeentch or Nurgle, a force could contain followers of Tzeentch plus those of Khorne or Slaanesh, and so on.

Once you've sorted out what mix of cults and battles you want to include in your Chaos horde, you can start filling in the templates. Start by preparing enough templates of the appropriate types for the whole horde, then decide on the patron Power of each cult or battle within the restrictions detailed above. Fix the rune of the Power you select to the templates to serve as a reminder of your choices. You can then move on to filling out the templates with the aid of the Chaos army list.

Generally, it's best to take each template in turn and complete it before beginning the next one. You may find it useful to fill out a few 'standard' cults and battles for the different Powers and then work on variants of those rather than trying to design each one completely from scratch.



Once you've designed the whole horde, stick all the templates onto a single piece of card or paper, note down the total BR of all the cults and battles in it, and photocopy the whole thing so you have a permanent record of it.

USING THE HORDE

When you play a game using Chaos, take along a predesigned horde to use as your force. If you intend to play a large game, you may use more than one horde with your opponent's consent. Generally you should use one Chaos horde for each regiment, horde or war host in an opponent's battleforce. Remember, however, that the hordes can't be aligned to opposing Powers or they would slaughter one another long before the battle started.

When you know how many points you're using, you may select which cults or battles you're going to use from the horde. Cults and battles are jealously independent so they must be used in full and may not be split up.

You may buy barrage support counters and support missiles (see the Space Marine rules). If your horde contains only Chaos Renegade battles, you may spend up to 30% of your points on support counters, representing the support fire from the Renegades' space hulks up in orbit. If the horde contains any cults you may only spend up to 10% of your points on support counters and your opponent may also only spend up to 10% of his points on support – the Cultists have infiltrated and either taken over or destroyed most of the enemy's heavy artillery at the start of their revolt.

ALLIES

Chaos hordes may be used as allied formations by any Traitor or Ork force. When acting as allies, cults and battles must still be used in full and may not be split up.

A Chaos horde may have allies attached to it. These may be Ork warbands, Traitor Squat brotherhoods, Traitor Guard battalions and Traitor Marine battalions.

SPECIAL RULES

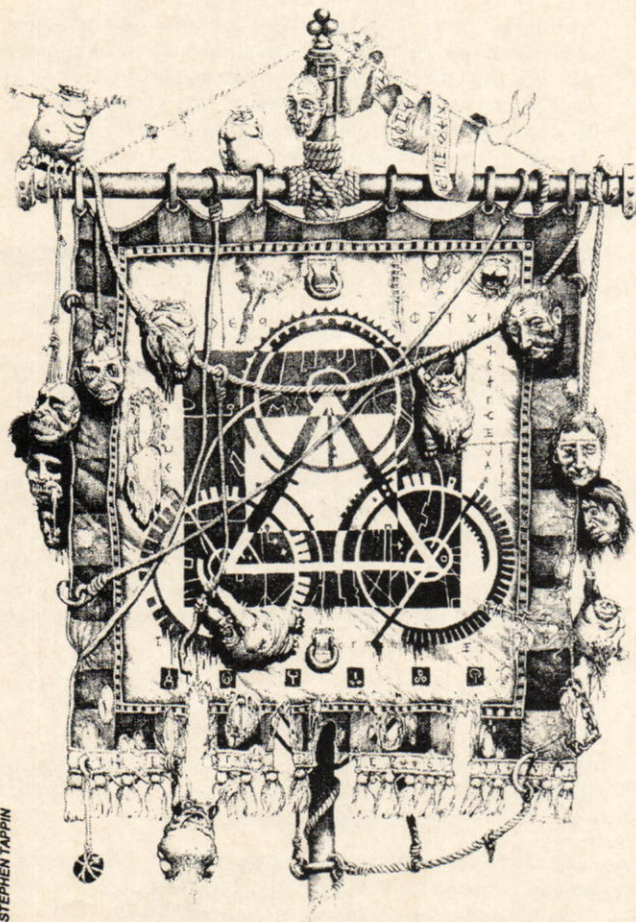
There are a number of new rules for including Chaos armies in games of Space Marine. Unlike the new rules that appear later in this article, the rules in this section only apply to Chaos armies.

BATTLE LEADERS AND COVENS

As mentioned previously, each battle or cult is led by either a minor Daemon Prince or an exalted Champion in the case of a battle or a Magus in the case of a cult. In either case, the battle leader or Magus is accompanied into combat by his toughest and most trusted minions (except Daemon Princes who don't need to be accompanied into battle by anybody).

In combat, the leader of a particular cult or battle is not overly concerned with co-ordinating his minions; he generally concentrates on destroying the enemy with little thought to the cost. However, the minions of Chaos look up to their leaders with awe and reverence, so there's a great morale boost in seeing these beings at the forefront of the battle – remember, as far as the minions are concerned, they are being led by virtual demi-gods who are infinitely closer to the Great Powers of Chaos than themselves.

The most disturbing factor of all is the ability of the Magus and his coven to summon Daemons during a battle, fuelled by the essence of the souls dying all around.



STEPHEN TAPPIN

BATTLE LEADERS

The leader of a battle is decided before the Chaos Renegades board their space hulks. If the Renegades and Champions are all followers of a particular Daemon Prince, he may deign to accompany them personally by possessing one of their number – this gives him a stable vessel to hold his essence in the material universe. If there is no such Daemon Prince to lead them, the Renegades find a leader from the Champions of the various warbands making up the Renegade force.

The criteria for selecting a leader vary greatly according to which Power the Champions follow. Those following Tzeentch, for example, use plots and intrigue to bring themselves into power; those following Nurgle, on the other hand, may base their decision entirely on who has the most interesting and colourful diseases.

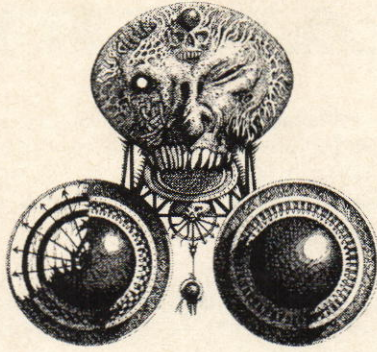
You are free to decide whether the Renegades are led by a Champion or a Daemon Prince. If a Champion is chosen, he is represented by a single Champion stand if on foot, or a Disc Riders, Juggernaut Riders or Slaaneshi Riders stand if mounted. If a Daemon Prince is selected, pick one of the profiles listed in *Daemons and their Conjurings*; in this case, the Daemon Prince is represented by a single model.

Regardless of the type of stand or model chosen, the battle leader costs half the normal BR. A Champion stand receives a CAF bonus of +2 and saving throw one better than normal, up to a maximum of 2+; this reflects the special favour enjoyed by the leader and his bodyguard. If the battle leader is to be represented by a stand, it should be suitably imposing, preferably including a number of banners declaring the battle's allegiance. The following special rules apply to the battle leader:

- 1) All detachments from a battle led by a Champion receive +1 on morale and panic tests when they are within 12cm of the leader's stand.
- 2) All detachments from a battle led by a Daemon Prince receive +1 on morale and panic tests when they are within 24cm of the Daemon model.
- 3) If a battle leader is destroyed, all detachments under his control within 24cm must take a morale check in the orders phase of the following turn. The results of the check apply for that turn only.
- 4) A battle leader can be singled out as such by the enemy and attacked in preference to other stands or Daemons.

COVENS

The most important members of a Chaos cult are the coven. The coven comprises the Magus' most trusted servants, including his acolyte. Only the coven can perform the rituals and sacrifices which summon Daemons and divine the intentions of their Chaos patron. Before the cult is revealed, members of the coven remain disguised and work their way up – constantly gathering power and resources for the cult. Coven members may be posing as respected members of the business community or feared gangland leaders; any niche or foothold may be used in the cult's incessant quest for power.



Whatever the case, the coven emerges at the instigation of revolt to direct their Cultists and summon as many Daemons as possible to aid their forces.

The coven is represented on the tabletop by a single infantry stand. The equipment and combat experience of the coven members can vary immensely. The cult may have been posing as a legitimate warrior cult, for example, which would ensure the coven warriors were highly trained in the arts of war. On the other hand, the cult may have been posing as a political organisation, so it may well have good equipment but be distinctly average as far as training goes. To reflect this variability, the statistics for the coven are generated randomly using the chart below. Simply roll a D6 for each characteristic (move, saving throw and so on) and note the results on the cult template in the space provided.

D6 Roll	Mv	Sv	CAF	Basic Weapons	Heavy Weapons	Notes
1	8/16	3+	+2	Bolters	Multi-Melta	None
2	7/14	2+	0	Lasguns	Heavy Bolter	None
3	8/16	4+	+3	Bolt pistols	Missile Launcher	None
4	8/16	3+	+5	None	Lascannon	Elite
5	6/12	4+	+4	Laspistols	Autocannon	None
6	10/20	5+	+3	Bolters	None	Cause Panic

The BR of the coven is always 100 regardless of what statistics it has. The coven acts as a command stand in all respects and has the following special rules:

- 1) The coven can issue one extra order counter to any detachment in the cult – this represents the Magus using his Daemon sight to predict the immediate future and instruct his troops accordingly. The order can be given to a detachment which has no Champion or command stand to control it, preventing the detachment having to take a morale check. Alternatively, it can be issued in addition to a detachment's own order counter – this option allows the detachment to select which of the two chosen orders it wants to use after all orders have been revealed.
- 2) The coven may summon Daemons of their patron Power before the start of a battle. Full details of the summoning process are given in the section on *Daemons and their Conjuraton*. A coven may also be able to summon Daemons during the course of a battle, using the departing soul-stuff of the fallen as a sacrifice.
- 3) The coven cannot be singled out and attacked if there are any infantry stands closer to the firer. The Magus and his adepts are well versed in using their cult as a shield and won't forget their lessons on the battlefield.

THE HORDE COMMANDER

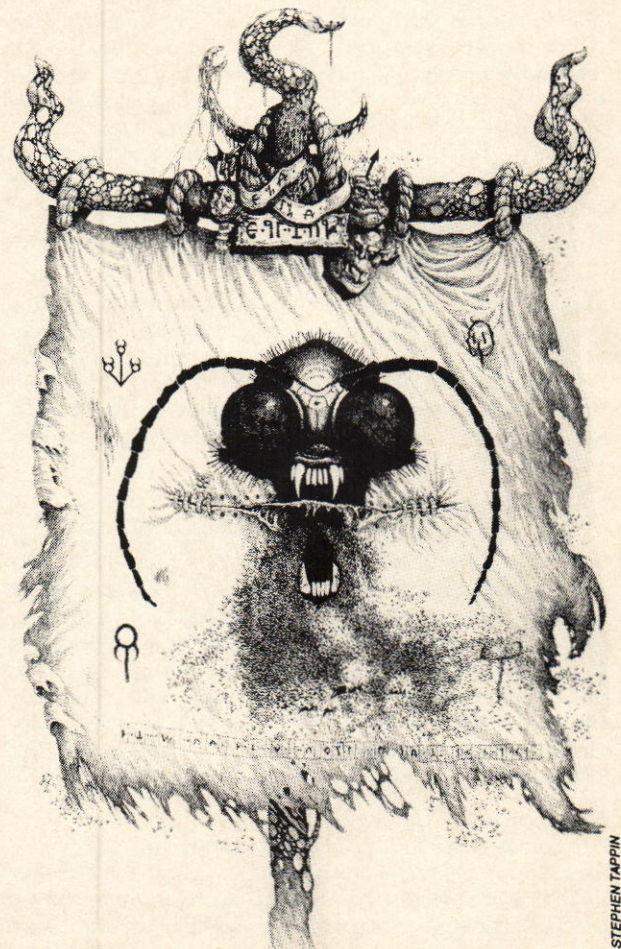
The overall commander of the Chaos horde is always either a powerful Daemon Prince or a Greater Daemon. The troops of the horde view their leader with reverential awe. The commander for his part simply views his forces as toys and pawns to provide him with some amusement.

When constructing a Chaos horde, you can pick whether the commander is a Greater Daemon or a Daemon Prince. If the horde doesn't contain a number of cults and battles equal to the patron Power's sacred number or doesn't have a specific patron Power, it can only have a Daemon Prince as commander. Pick a particular set of statistics for a Daemon Prince from the section on *Daemons and their Conjuraton* and make a note of his summoning cost (this equates to his BR).

If the horde is attacking as the main attack formation for the battle force, the commander may be fielded at half cost. Even if the horde isn't acting as the main attack formation, the commander can accompany a cult or battle for full cost on a D6 roll of 5 or 6.

The horde commander has the following special rules:

- 1) All units from his horde within 12cm do not have to take morale or panic tests for any reason.
- 2) All units from his horde within 12cm receive a +1 CAF bonus.
- 3) If the horde commander is destroyed, all detachments from his horde within 12cm must take an immediate rout check (see the Space Marine rules).



CHAOS INFANTRY

There are a number of troops and weapons in the new Chaos plastic set not previously covered in Codex Titanicus. Please note that you don't have to be using the Chaos army list to gain access to these new types.

Beastmen

Beastmen, Mutants and Chaos Spawn make up a large part of the population of the Daemon Worlds. They are always among the first of Chaos' creatures to flock to the banners of a gathering Renegade force for a chance to raid the Imperium. Cultists can also often easily subvert Beastmen and Mutants within the Imperium itself to fight on behalf of Chaos. Beastmen are armed with swords, axes and other hand weapons for the main part and rely on closing with their enemy. Each Beastman stand is assumed to also include a mix of Mutants and occasional Chaos Spawn.

Chaos Squats

Chaos Squats are the armourers and artificers of the armies of Chaos. With devilish cunning they construct weapons and engines of war which defy sanity. Each new creation is magnificently built to evoke the correct aura of terror and majesty. It is thought that the Chaos Squats are responsible for the maintenance and reconstruction of Chaos Titans and the fearsome Artifact Weapons of Chaos. Chaos Squats fight with unparalleled ferocity on the field of battle, favouring heavy firepower to slaughter their foes.

Chaos Marines

Chaos Marines are descendants of the original chapters of Traitor Marines which fled into the Eye of Terror after the Horus Heresy (some actually fought in the Heresy but still live under the warping influence of Chaos). Four chapters of Marines are directly aligned to the Chaos Powers: the World Eaters to Khorne, the Emperor's Children to Slaanesh, the Thousand Sons to Tzeentch and the Death Guard to Nurgle. A number of other Traitor Marine chapters remain unaligned to any save Chaos Undivided and the most infamous of these is the Black Legion (once the Sons of Horus).

The Marine chapters are some of the Chaos Powers' most favoured servants; many Marine commanders eventually become Champions of Chaos and aspire to become Daemon Princes. Squads of Chaos Marines often join Chaos Renegade forces to further the aims of their Power; at other times whole regiments of Chaos Marines will be dispatched to perform specific missions.

Traitor Terminators

Terminator Marines are the last remnants of Terminator units all but destroyed in the Heresy, dressed in archaic Tactical Dreadnought armour embellished with the marks of Chaos. They wander the warp in search of battle and, Chaos being what it is, they usually find it easily enough. As Terminators are killed in action, their armour is retrieved and repaired by Chaos Squats, and promising Marines or Champions are recruited to take their place. Traitor Terminators cannot teleport, their ranks lacking the full expertise needed to maintain the teleport chambers.

Champions

It is common for independent Champions of Chaos and those with small warbands to group together in battle into small but hard-hitting units. They are often mounted on Daemonic riding beasts to add to their mobility and power.

Few can withstand the charge of such fearsome adversaries. Individual Champions can also command individual detachments, acting in precisely the same role as a commander in the standard Space Marine rules

Creatures of Chaos

When Chaos Renegades set sail into the warp, they often take Creatures of Chaos with them as mascots, hunting beasts or just extra muscle. Most commonly encountered are Trolls and Minotaurs, giant bipedal creatures of fantastic strength and endurance. It has been theorized that these creatures are a form of mutated Ogryn but there is little evidence to support this. Fortunately, Trolls and Minotaurs are of limited intellect and use little in the way of technological weapons or armour.

Chaos Hounds are also a common sight. Foul mutations are common amongst these creatures, adding to their horror as they are employed to hunt down the enemy in pursuit actions or round up the civilian population to be loaded onto the Renegades' space hulks as new slaves for the Daemon Worlds.

Chaos Spawn are the most horrifying beasts of all because they show the ultimate fate of the worshipper of Chaos: reduction to a twisted nightmare of fangs, talons, looping tentacles and pocked flesh. No two Spawn are quite the same; each seems to have some feature more nauseous than the last. Normal Spawn are often to be found amongst units of beastmen, Champions or other Mutants, or else skulking around the edges of groups of Renegades.

The Chaos Spawn described here are the truly monstrous Battle Spawn which are groomed and fattened with the power of Chaos just for fighting in large battles. Spawn have lost any vestiges of intelligence and must be attached to another detachment so they can share its orders. Spawn which are not within 6cm of a friendly unit in the orders phase become uncontrolled. Uncontrolled Spawn charge and attack the nearest unit, regardless of whose side its on.

Cultists

Cultists are just normal men subverted to the worship of Chaos. Often a cult attempts to infiltrate the Planetary Defence Forces of its homeworld, both to gain access to weapons and to make use of opportunities for sabotage. The result is that most Cultist units are armed in similar fashion to the Imperial Guard, though their equipment tends to be more neglected and battered with hastily applied Chaos runes and symbols marking their new allegiance.

The data for some of the Cultist stands in the army list are not included here as these equate exactly to their Imperial Guard equivalents.

FORMATIONS

The maximum distance units in a detachment can be separated by is as follows:

Cultists, Chaos Squats, Beastmen	3cm
Creatures of Chaos, Chaos Marines, Traitor Terminators, Champions, Mounted Champions, all vehicles	6cm

CHAOS INFANTRY DATA TABLE

Type	Speed	Save	CAF	Basic Weapon	Support Weapon	Notes	BR
Chaos Marines	8/16	4+	+3	Bolters	Missile Launcher Heavy Bolter	—	85
Traitor Terminator	8/16	2+	+7	Storm Bolters	Assault Cannon	Elite, Independent	175
Beastmen	8/16	4+	+2	None	None	—	30
Chaos Squats	6/12	5+	+2	Bolters	Heavy Bolter	55	
Trolls	10/16	4+	+6	None	None	Independent, Regenerate, Stupid	100
Minotaurs	12/18	4+	+5	None	None	Independent	70
Chaos Spawn	1D6+4/ 3D6+4	1D6+	+2D6	None	None	Cause Panic, Stupid	75
Chaos Hounds	12/24	5+	+3	None	None	Independent	40
Champion	—	—	+1	—	—	Acts as detachment commander	20
Champions	8/16	3+	+8	Bolters	None	Elite, Independent	120
Disc Riders	24/36	3+	+6/+8	Bolters	None	Elite, Independent, Skimmer	200
Juggernaut Riders	14/21	2+	+7/+11	Bolters	None	Cause Panic, Elite, Independent	250
Slaaneshi Riders	24/36	3+	+9	Bolters	None	Elite, Independent	200
Cultist Tactical	8/16	5+	+1	Lasguns	None	—	25
Cultist Support	8/16	5+	+1	Laspistols	Lascannon	—	40
Cultist Assault	8/16	5+	+2	Bolt pistols	None	—	20

NOTES

Cause Panic: enemy stands must take a panic test if charged by the stand (see later for rules on panic tests).

Elite: the stand has elite status (see Space Marine rules for full details). Note that the +2 CAF bonus has already been included in the statistics given above.

Independent: the detachment does not require a Champion, commander or command stand to receive orders and does not have to take morale checks. It is still subject to panic tests, however.

Overruns: any unit with a split CAF characteristic can make overrun attacks using the number in front of the slash.

Regenerate: if the stand is destroyed, roll a D6 in the end phase; on a 5 or 6 the stand is returned to play.

Spawn: the saving throw for Spawn constantly changes. Each time they need to make a save, first roll a D6 to see what their saving throw characteristic is this time. For example, the first time the Spawn need to save, roll a D6 – the result is 4, indicating a save of 4+; next time they need to save, roll again – say this time the result is 2, indicating a save of 2+, and so on.

Stupid: roll a D6 for the detachment in the order phase of each turn – on a 1 they are on no orders for that turn.

TITAN AND VEHICLE TARGETS

Name	Range		To Hit		Critical Hit
	Short	Long	Short	Long	
Assault Cannon	0-12	12-36	5+(F)	6+(F)	6+

INFANTRY TARGETS

Name	Range		To Hit		Critical Hit
	Short	Long	Short	Long	
Assault Cannon	0-12	12-36	5+(F)	6+(F)	6+



PAUL CAMPBELL

NEW RULES

Chaos necessitates the introduction of a number of new rules to cover situations not normally addressed in Space Marine. We would, however, recommend these rules for use in all games, not just those involving Chaos.

REVISED CLOSE COMBAT RULES

Currently the close combat rules simply state that the loser of a close combat has to make a saving throw to survive, and secondary attackers are unharmed even if they lose the combat, however badly. Obviously this can lead to situations of complete stalemate where one side can't win but has such a high saving throw that they probably won't be destroyed either. To counter this, simply apply the following extra rules:

- 1) The loser of a close combat must make a saving throw to survive modified by -1 for every 3 points his opponent has beaten him by.

For example, a Terminator stand and an Imperial Guard assault stand are in close combat. The Terminators roll 2D6 and add their CAF of +7, scoring a total of 14. The Guard roll 2D6, add their CAF of +2 and +1 for charge but only score 8 in total. The Guard stand must make a saving throw to survive at -2 because they lost the combat by 6 points – as the Guard's save is only 5+, they are destroyed.

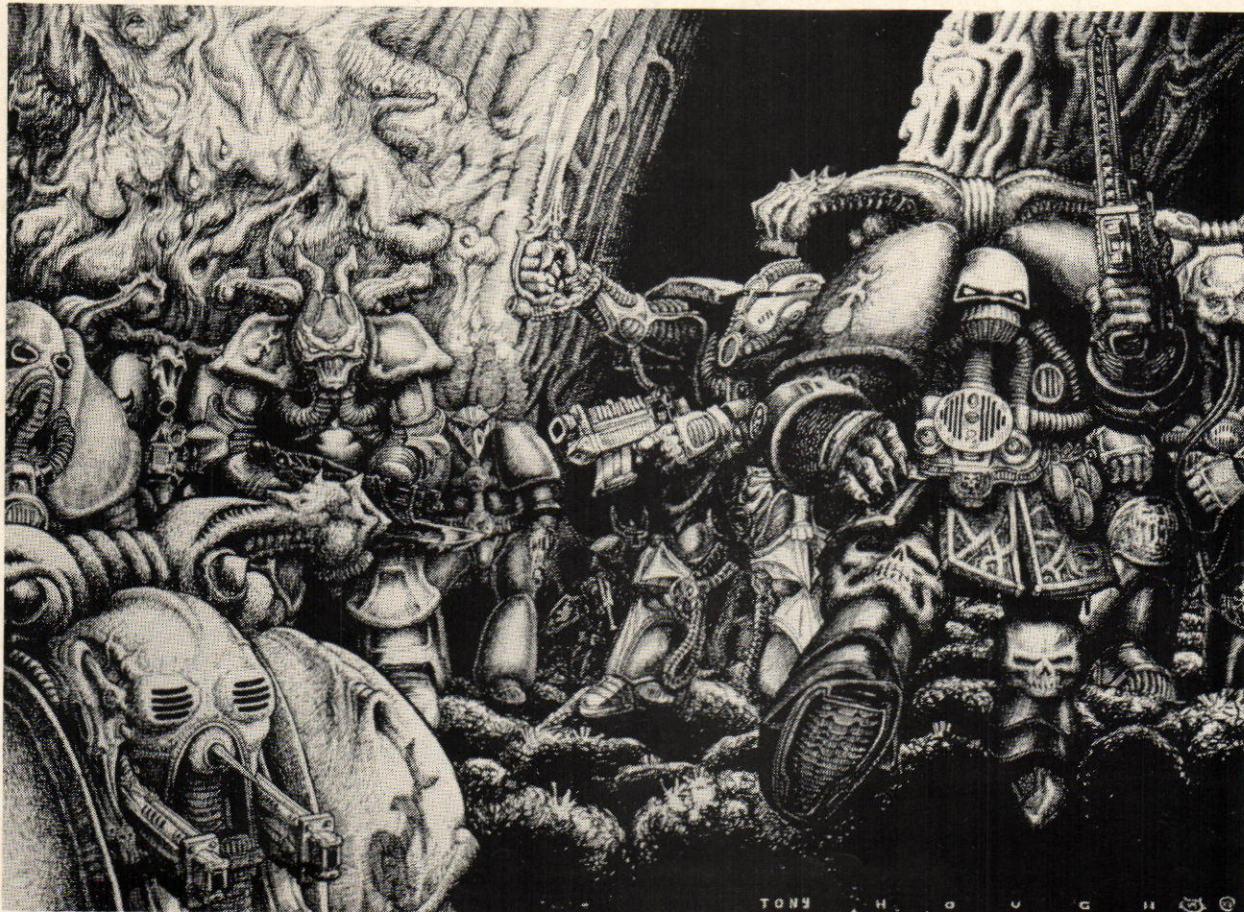
- 2) Secondary attackers should add +3 to the primary attacker's CAF or their own CAF, whichever is better.

For example, using this rule, two Marine assault stands attacking one opposing stand have a total bonus of +8 rather than +7.

- 3) Secondary attackers on the losing side of a combat which is lost by 5 or more points are forced to make a saving throw to survive just like primary attackers. Note however that this is always an unmodified save.
- 4) A detachment which is completely engaged in close combat (ie all of its stands or vehicles have to fight) and which loses more units than it kills must take an immediate panic test (see below).

THE PANIC TEST

There are some situations which can cause the most hardened veterans to waiver, or even break, in the face of the enemy – be it the presence of an enemy Titan intent on crushing the troops to a pulp or the screaming charge of a pack of Daemons. Panic tests may be brought about for a number of reasons but they are generally taken at the point the event occurs (for example, you take a panic test at the point at which the charging Daemons contact the unit) and the results of the test are applied immediately.



A number of Chaotic troops and Daemons can cause panic by charging or by just being close enough; exact details of the effects of different creatures can be found in their descriptions. The only other causes of panic tests on the Space Marine battlefield are:

- 1) If a detachment loses a round of close combat, it takes a panic test.
- 2) If a detachment is under stomp attack from a Titan, it takes a panic test.

Panic tests affect a whole detachment. A detachment is not forced to take a panic test unless at least half of the detachment is subject to the effect – so, for example, a detachment would only have to test for panic if the Titan trying to stomp them could stomp at least half of the detachment. Titans and Gargants never have to take panic tests.

Panic tests are made on a D6 and take the form of a saving throw. The testing unit needs to equal or better the score given on the table below:

PANIC TESTS	
Marines, Squats, Eldar Aspect Warriors	2+
Eldar Guardians, Ork Nobz, Imperial Guard	3+
Ork Boyz, Cultists, Planetary Defence Forces	4+
Gretchin	5+
Panic Test Modifiers	
Elite	+1
Battalion commander, Warboss or Hearthguard within 12cm	+1
Followers of Khorne	+1

A detachment which fails a panic test must take an immediate rout check on a D6 for every unit in the detachment. Remove the unit from play if a 1 or 2 is rolled, otherwise the unit is unaffected

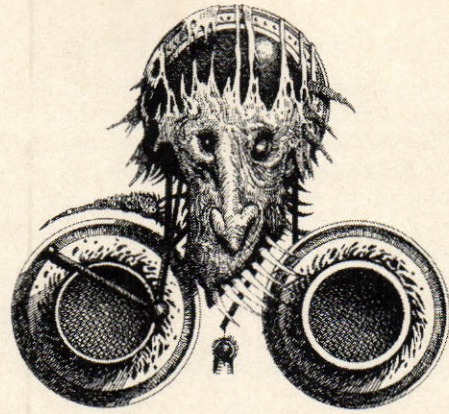
MARINE LIBRARIANS

Marine Librarians are specially-trained psykers who accompany their brethren into battle to protect them from psychic attack and supply their own offensive powers where necessary.

A Marine commander (or Marine Champion in the case of Chaos Marines) is accompanied by a Librarian who is considered to be attached to the same stand as the commander. The Librarian obeys the same rules as the commander/Champion in all regards and confers the following benefits:

- 1) All panic tests taken by friendly units/ detachments within 12cm of the Librarian are at +1.
- 2) All saving throws made against Daemonic abilities by friendly units within 12cm are at +1.
- 3) All instability tests made by opponents within 12cm are at -1.
- 4) All enemy firing conducted within 12cm of the Librarian is at -1 to hit.

Designers Note: though these psychic rules are a reasonable representation of the effect of psykers in Space Marine battles, in the future we hope to present a fully-integrated system dealing with psychic combat in detail.



REVISED INDIRECT FIRE

Under the current rules, indirect fire turns up with complete efficiency and accuracy every time it is called. Obviously, it is unrealistic to take this omnipotent approach to indirect fire or games quickly devolve into artillery duels with both sides hugging cover in a desperate attempt to avoid death from above. To overcome this you should apply the following rule:

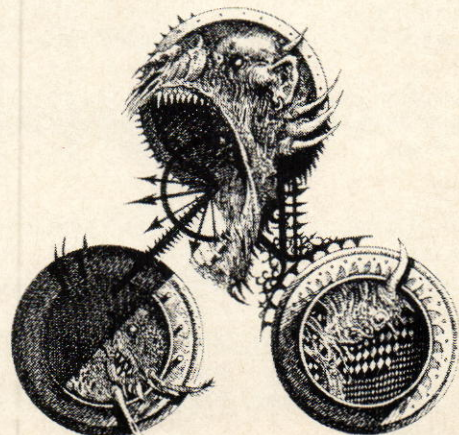
To spot for indirect fire, the spotting unit must first make a **communications roll** to contact the firing detachment and give it the correct target co-ordinates. If the unit fails its roll, the detachment it was attempting to contact may not be contacted by any other units. In fact the firing detachment may not fire at all that turn – its fire is assumed to have gone wildly astray or been tied up waiting for the spotters call.

COMMUNICATIONS ROLLS

Detachment Commanders, Command Stands	4+
Battalions and Regimental commanders, Elite Commanders of any type, Recon Units	3+

IMPERIAL GUARD ARTILLERY

In the Imperial Guard army list in *White Dwarf 125*, Basilisk, Bombard and Manticore detachments are shown as being in three vehicle detachments. I'm sorry to inform all you Imperial Guard players out there that this was a mistake – in fact, these artillery detachments all contain only two vehicles each.



CHAOS ARMY LIST

Each box in the army list has three sections:

Number Available: at the top of the box it tells you the minimum and maximum numbers of detachments that can be chosen for each cult or battle according to what Power the Magus or battle leader follows. For example, in the Cultists box, the entry for a Nurgle cult states 1-4 – this means that a Nurgle cult must contain at least one detachment of Cultists and can have a maximum of four Cultist detachments. These could be chosen as any combination of Cultist assault and tactical detachments – say, one assault detachment and three tactical detachments if all four were chosen.

Counters: below the number available is an example of the counter types that represent the detachments in this box. These counters are the same as those on the sheet later in the lists; they give the detachment type, the battle rating for the whole detachment and have an illustration on them for easy identification. You may find it helpful to place your card counters in these spaces so that they're readily available as you fill out the templates.

Units In Detachment: below the counter illustration is a list of the number and type of the vehicles or infantry stands in the detachment. When you field the detachment, it is represented by the number of stands or vehicles of the type specified. For example, a Cultist assault detachment comprises eight assault stands and a Champion.

BATTLES AND CULTS QUICK REFERENCE TABLE

The Chaos army list is quite large and it can be difficult to remember what compulsory detachments you have to take and so on. To make things easier, we've condensed all the minimums and maximums for each kind of detachment on to one table.

Detachments	Patron Power				
	Khorne	Slaanesh	Tzeentch	Nurgle	Undivided
BATTLES					
Chaos Marines	2-5	1-4	1-4	1-4	1-4
Traitor Terminators	0-2	0-1	0-1	0-2	0-1
Chaos Squats	0-3	0-2	0-3	0-2	0-2
Beastmen	1-4	1-3	1-4	1-5	1-4
Ork Freebooterz	0-2	0-1	0-1	0-1	0-1
Creatures of Chaos	0-2	0-1	0-3	0-2	0-2
Chaos Artifact Weapons	0-2	0-2	0-2	0-2	0-2
Champions	0-2	0-3	0-2	0-3	0-2
Vehicles and Support Weapons	0-2	0-2	0-2	0-2	0-2
Chaos Titans	0-3	0-2	0-2	0-2	0-3
CULTS					
Cultists	1-6	2-8	2-5	1-4	2-5
Mounted Cultists	0-4	0-6	0-3	0-2	0-4
Beastmen	1-4	0-3	0-4	1-5	0-4
Support Weapons	0-1	0-1	0-1	0-1	0-1
Vehicles	0-2	0-1	0-1	0-1	0-2
Walkers	0-1	0-1	0-1	0-1	0-1
Artillery	0-1	0-1	0-1	0-1	0-1
Chaos Artifact Weapons	0-1	0-1	0-1	0-1	0-1

CHAOS RENEGADE LIST

Use this list for filling out battle templates.

CHAOS MARINES

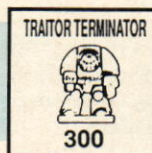
KHORNE SLAANESH TZEENTCH NURGLE UNDIVIDED
2-5 1-4 1-4 1-4 1-4



4 CHAOS MARINE STANDS
1 CHAMPION

TRAITOR TERMINATORS

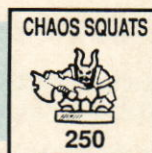
KHORNE SLAANESH TZEENTCH NURGLE UNDIVIDED
0-2 0-1 0-1 0-2 0-1



2 TERMINATOR STANDS

CHAOS SQUATS

KHORNE SLAANESH TZEENTCH NURGLE UNDIVIDED
0-3 0-2 0-3 0-2 0-2



5 CHAOS SQUAT STANDS
1 CHAMPION



5 MOLE MORTARS



5 THUDD GUNS

BEASTMEN

KHORNE	SLAANESH	TZEENTCH	NURGLE	UNDIVIDED
1-4	1-3	1-4	1-5	1-4



5 BEASTMEN STANDS
1 CHAMPION

ORK FREEBOOTERZ

KHORNE	SLAANESH	TZEENTCH	NURGLE	UNDIVIDED
0-2	0-1	0-1	0-1	0-1



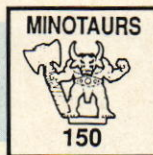
4 BOYZ STANDS
1 KAPTIN

CREATURES OF CHAOS

KHORNE	SLAANESH	TZEENTCH	NURGLE	UNDIVIDED
0-2	0-1	0-3	0-2	0-2



2 TROLL STANDS



2 MINOTAUR STANDS



2 CHAOS SPAWN



5 CHAOS HOUNDS

ARTIFACT WEAPONS

KHORNE	SLAANESH	TZEENTCH	NURGLE	UNDIVIDED
0-2	0-2	0-2	0-2	0-2

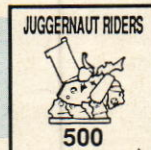
See special rules for full details of Chaos Artifact Weapons.

CHAMPIONS

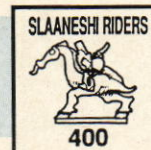
KHORNE	SLAANESH	TZEENTCH	NURGLE	UNDIVIDED
0-2	0-3	0-2	0-3	0-2



2 CHAMPION STANDS



KHORNE:
2 JUGGERNAUT
RIDER STANDS



SLAANESH:
2 SLAANESHI
RIDER STANDS

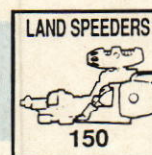


TZEENTCH:
2 DISC RIDER
STANDS

See special rules for full details of Champions.
Mounted Champions: only Champions of the listed Power can choose the options listed in the second row of boxes.

VEHICLES AND SUPPORT WEAPONS

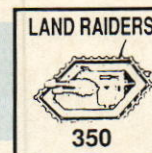
KHORNE	SLAANESH	TZEENTCH	NURGLE	UNDIVIDED
0-2	0-2	0-2	0-2	0-2



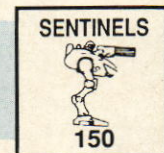
5 LAND SPEEDERS



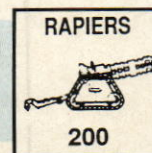
4 RHINOS



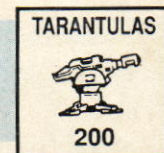
2 LAND RAIDERS



5 SENTINELS



5 RAPIER



5 TARANTULA

CHAOS TITANS

KHORNE 0-3 SLAANESH 0-2 TZEENTCH 0-2 NURGLE 0-2 UNDIVIDED 0-3



1 DEATHBRINGER



1 NEMESIS



1 HUN



1 GOTH



1 WARHOUND

If you've designed your own Titans, you can make up counters for them and insert them into the battle template in place of the predesigned ones shown here.



CHAOS CULTIST LIST

Use this list for filling out cult templates.

COVENS

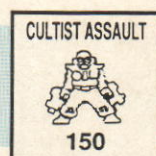
All cults must have a coven to lead them.
The coven contains one stand with randomly generated statistics.
See special rules for full details of covens.

CULTISTS

KHORNE 1-6 SLAANESH 2-8 TZEENTCH 2-5 NURGLE 1-4 UNDIVIDED 2-5



4 CULT TACTICAL STANDS
4 CULT SUPPORT STANDS
1 CHAMPION



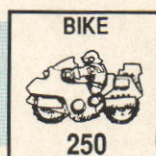
8 CULT ASSAULT STANDS
1 CHAMPION

MOUNTED CULTISTS

KHORNE 0-4 SLAANESH 0-6 TZEENTCH 0-3 NURGLE 0-2 UNDIVIDED 0-4



3 ROUGH RIDER STANDS
1 ROUGH RIDER
COMMAND STAND



3 BIKE STANDS
1 BIKE COMMAND
STAND

BEASTMEN

KHORNE 1-4 SLAANESH 0-3 TZEENTCH 0-4 NURGLE 1-5 UNDIVIDED 0-4



5 BEASTMEN STANDS
1 CHAMPION

SUPPORT WEAPONS

KHORNE 0-1 SLAANESH 0-1 TZEENTCH 0-1 NURGLE 0-1 UNDIVIDED 0-1

RAPIERS



200

5 RAPIERS

TARANTULAS



200

5 TARANTULAS

MOLE MORTARS



200

5 MOLE MORTARS

THUDD GUNS



200

5 THUDD GUNS

ARTILLERY

KHORNE 0-1 SLAANESH 0-1 TZEENTCH 0-1 NURGLE 0-1 UNDIVIDED 0-1

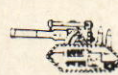
MANTICORES



250

2 MANTICORES

BASILISKS



250

2 BASILISKS

BOMBARDS



300

2 BOMBARDS

VEHICLES

KHORNE 0-2 SLAANESH 0-1 TZEENTCH 0-1 NURGLE 0-1 UNDIVIDED 0-2

LEMAN RUSS



800

6 LEMAN RUSS

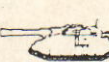
BANEBLADES



500

2 BANEBLADES

SHADOW SWORDS



500

2 SHADOW SWORDS

RHINOS



300

8 RHINOS

ARTIFACT WEAPONS

KHORNE 0-1 SLAANESH 0-1 TZEENTCH 0-1 NURGLE 0-1 UNDIVIDED 0-1

See special rules for full details of Chaos Artifact Weapons.

WALKERS

KHORNE 0-1 SLAANESH 0-1 TZEENTCH 0-1 NURGLE 0-1 UNDIVIDED 0-1

SENTINELS



150

5 SENTINELS

ROBOTS



150

5 ROBOTS



ADRIAN SMITH

CULTIST TACTICAL  250	CULTIST TACTICAL  250	CULTIST TACTICAL  250	CULTIST TACTICAL  250	CHAOS MARINES  350	CHAOS MARINES  350	CHAOS MARINES  350	CHAOS MARINES  350
CULTIST TACTICAL  250	CULTIST TACTICAL  250	CULTIST ASSAULT  150	CULTIST ASSAULT  150	CHAOS MARINES  350	CHAOS MARINES  350	TRAITOR TERMINATOR  300	ARTIFACT  300
CULTIST ASSAULT  150	CULTIST ASSAULT  150	CULTIST ASSAULT  150	CULTIST ASSAULT  150	CHAOS SQUATS  250	CHAOS SQUATS  250	CHAOS SQUATS  250	CHAOS SQUATS  250
MOUNTED CULTISTS  250	MOUNTED CULTISTS  250	MOUNTED CULTISTS  250	MOUNTED CULTISTS  250	CHAOS HOUNDS  200	CHAOS HOUNDS  200	CHAOS SPAWN  150	CHAOS SPAWN  150
MANTICORES  250	BASILISKS  250	BOMBARDS  300	ARTIFACT  300	FREEBOOTERZ  200	TROLLS  200	TROLLS  200	MINOTAURS  150
BEASTMEN  150	BEASTMEN  150	BEASTMEN  150	BEASTMEN  150	MINOTAURS  150	DISC RIDERS  400	JUGGERNAUT RIDERS  500	SLAANESHI RIDERS  400
CHAOS MARINES  350	CHAOS MARINES  350	CHAOS MARINES  350	CHAOS MARINES  350	CHAMPIONS  250	LAND RAIDERS  350	LAND SPEEDERS  150	RHINOS  150
BEASTMEN  150	BEASTMEN  150	BEASTMEN  150	ARTIFACT  300	RAPIERS  200	RAPIERS  200	TARANTULAS  200	TARANTULAS  200
DAEMONIC ABILITY ONE IN USE	DAEMONIC ABILITY ONE IN USE	DAEMONIC ABILITY ONE IN USE	DAEMONIC ABILITY TWO IN USE	THUDD GUNS  200	THUDD GUNS  200	MOLE MORTARS  200	MOLE MORTARS  200
DAEMONIC ABILITY TWO IN USE	DAEMONIC ABILITY THREE IN USE	DAEMONIC ABILITY THREE IN USE	DAEMONIC ABILITY FOUR IN USE	SENTINELS  150	SENTINELS  150	ROBOTS  150	RHINOS  300
CHAOS MARINES  350	CHAOS MARINES  350	CULTIST TACTICAL  250	BIKE  250	LEMAN RUSS  800	BANEBLADES  500	SHADOW SWORDS  500	DEATH BRINGER  1000
CHAOS SQUATS  250	DISC RIDERS  400	JUGGERNAUT RIDERS  500	SLAANESHI RIDERS  400	WARHOUND  360	GOth  750	HUN  700	NEMESIS  1340

SPACE MARINE™

EPIC REALM OF CHAOS

DAEMONS AND THEIR CONJURATION

BY ANDY CHAMBERS

The second part of the Epic Chaos army list for use with the forthcoming plastic boxed set of Epic Chaos miniatures and the range of metal miniatures. This article covers the rules for summoning Daemons to the battlefield with the stats for the Greater and Lesser Daemons of the four Great Powers and Daemon Princes.

Daemons are created by a Chaos Power out of the very fabric of Chaos. The Daemon embodies specific aspects of the Power's own traits and abilities. Daemons are really part of a Chaos Power but they have their own consciousness and powers and to all intents and purposes are independent and fully conscious creatures. They depend upon the Chaos Power for their existence, leading to competition between rival Daemons for their master's favours.

Each of the four Great Powers has his own hierarchy of Daemons. There are also Daemons which owe nothing to these Chaos Powers and whose existence reflects the waking dreams of a still immature Power. Such Daemons are inclined to be variable in appearance and not always consistent. Other Daemons owe nothing to any power. Their consciousness is due to some other factor, such as the persistence of a particularly strong-willed and idiosyncratic shadow-self.

GREATER AND LESSER DAEMONS

Daemons are divided into two categories in Epic scale: **Greater Daemons** and **Lesser Daemons**. The chart below details exactly what falls into each category:

GREATER DAEMONS

Bloodthirsters – Khorne
Keepers of Secrets – Slaanesh
Great Unclean Ones – Nurgle
Lords of Change – Tzeentch
Daemon Princes

LESSER DAEMONS

Bloodletters – Khorne
Fleshhounds – Khorne
Daemonettes – Slaanesh
Fiends – Slaanesh
Plague Bearers – Nurgle
Beasts of Nurgle – Nurgle
Pink Horrors – Tzeentch
Blue Horrors – Tzeentch
Flamers – Tzeentch

Throughout the following rules, references are made to Greater or Lesser Daemons and it's important to know which are which. Though the actual characteristics of different Daemons may vary enormously, the distinction between Greater and Lesser Daemons is broader than that between master and slaves – this is fully reflected in the rules that follow.

SUMMONING

Daemons can be summoned by covens, Greater Daemons and Daemon Princes. Summonation can take place both before and during a battle.

SUMMONING COSTS

The statistics given for Daemons of the various Chaos Powers includes a summoning cost. A Daemon's **summoning cost** is a rating of how hard that particular entity is to bring through into the material universe. Lesser Daemons always appear in packs equal to the sacred number of their native Power, so the summoning cost stated in the statistics of Lesser Daemons is for a whole pack, not an individual Lesser Daemon.

Obviously only Daemons of the summoner's own patron Power may be summoned – those who follow Chaos Undivided may attempt to summon only Independent Daemon Princes.



KEVIN WALKER

PRE BATTLE SUMMONING

A Chaos player can summon Daemons before a battle by sacrificing points equal to the summoning cost of the Daemons he requires and rolling for their appearance. The player is limited to one pre-battle summoning attempt for each coven, Greater Daemon and Daemon Prince in his battleforce.

Greater Daemons and Daemon Princes will not lower themselves to request aid from equals so they may only summon lesser Daemons – covens will happily abase themselves so may attempt to summon Greater Demons, Daemon Princes or Lesser Daemons.

Once the Chaos player has decided on what Daemons his force is going to summon, he should note this down and then roll 1D6 for each pack of Lesser Daemons and each individual Greater Daemon or Daemon Prince, adding +1 to his roll if his forces for the battle include a War Temple:

- 1-2 The summoning is a failure and the requested Daemon or Daemons do not appear.
- 3-6 The Daemon or Daemons appear and are available to be used in the battle.

SUMMONING IN BATTLE

Summoning attempts can be made in battle, though it is risky and time-consuming. The summoning begins with the preparation of an area where the summoner will stand to make his attempt. This must be carefully drawn out with numerous runes and devices while incenses and powders are burnt to prepare a temporary gate through which the Daemon or Daemons can appear.

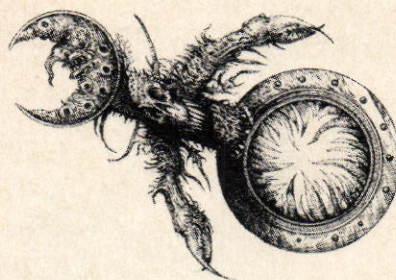
To start preparing the the summoning area, in the orders phase the stand or model which intends to perform the rite has the **summoning template** placed underneath its current position instead of an order counter. From now on the model or stand is preparing the area. If the summoner is moved for any reason or forced to make a saving throw, the whole summoning attempt is ruined and the template removed.

The presence of a War Temple of the appropriate Power can enhance the chances of success substantially. A War Temple may participate in the summoning process as long as it stays stationary and in base-to-base contact with the summoning template from when it is first laid until the completion of the rites.

In each end phase after the template has been placed, roll 1D3+1 and add the indicated number of **summoning counters** to the arrow points on the template. Once all eight points are filled, the summoner can intone the final chant and open the gate.

More than one attempt at summoning taking place in a relatively close proximity, such as on the same battlefield, makes the preparation more difficult – deduct -1 from the roll for each extra summoning area being prepared at the same time.

Once all of the arrow points on the template have been filled, the summoner may begin the final chants on the following turn. In the orders phase of the turn he must state what type of Daemon or Daemons he intends to summon and in the end phase he may roll to see if it/they appear. The suffering and dying energy of departing souls acts as a magnet to Daemons so the more destruction wrought on this final turn of summoning the better.



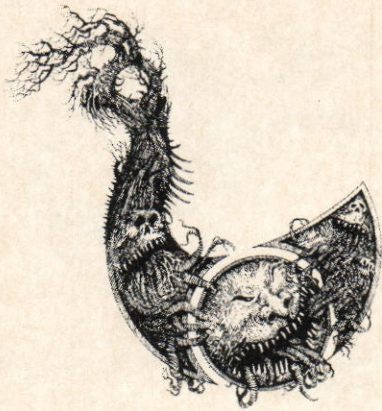
Roll 1D6 and apply the following modifiers before consulting the table below:

- +1 If a Greater Daemon is making the summoning.
- +2 If a War Temple is participating in the summoning.
- + a number equal to the bonus indicated on the chart below according to the number of units killed this turn and the summoning cost of the Daemon:

Units Killed	Summoning Cost of Daemon									
	100	200	300	400	500	600	700	800	900	1000
1-3	+1	0	0	0	0	0	0	0	0	0
4-6	+1	+1	+1	0	0	0	0	0	0	0
7-10	+1	+1	+1	+1	0	0	0	0	0	0
11-14	+2	+1	+1	+1	+1	+1	0	0	0	0
15-18	+3	+2	+1	+1	+1	+1	+1	0	0	0
19-21	+4	+3	+2	+1	+1	+1	+1	+1	+1	0
22+	+5	+4	+3	+2	+1	+1	+1	+1	+1	+1

RESULTS

- 7+ With a crack like thunder the gate opens. The summoning is successful and the Daemon or Daemons requested appear anywhere within 10cm of the summoner. Remove the summoning template.
- 6 Eerie lights swirl and the air howls with power – but not enough! The summoner can abandon his attempts or try again next turn.
- 4-5 An unearthly wind blasts across the area, destroying the carefully laid symbols and sending candles guttering. Remove 1D3 counters from the template – the summoner may replace the counters on following turns using the rules given above before attempting another summoning or abandon the summoning altogether.
- 2-3 The Chaos Power barely notices this feeble attempt to draw its attention and slaps it away as a man would a fly. The template is removed – the summoner must make a saving throw to survive or be destroyed by the vague annoyance of his patron Power.
- 1 With a crack like thunder the gate opens. The summoning is successful – after a fashion. The summoner has seriously fouled up and his attempts have been noticed by an opposing Chaos Power! The equivalent Daemon or Daemons of an opposing Power appear anywhere within 10cm of the summoner, under the control of the opposing player. Remove the summoning template.

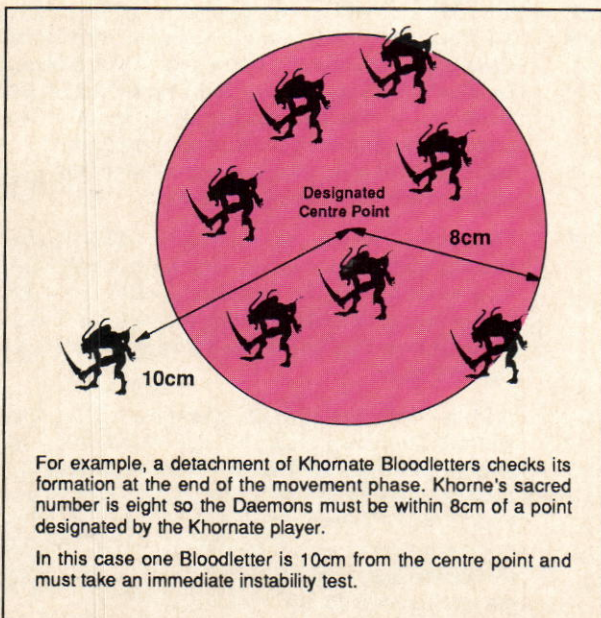


FORMATIONS

Greater Daemons are always treated as individuals for the purposes of orders, movement and so on. Lesser Daemons are organised into detachments consisting of a number of Daemons of the same type. A detachment of Lesser Daemons will contain a number of Daemons equal to the sacred number of its native Power: nine for Tzeentch, eight for Khorne, seven for Nurgle and six for Slaanesh. A detachment of Lesser Daemons follows the same orders, is moved at the same time etc – just like any normal detachment.

Lesser Daemons must remain reasonably close to each other to resist the destabilisation they invariably suffer when removed from the warp for any period of time, though inevitably instability eventually draws Daemons back into the warp. At the end of each movement phase it is necessary to check that all the Lesser Daemons in each detachment are in formation.

To count as in formation, all the Daemons in a detachment must be within their sacred number in centimetres of a central point. Any Daemons in the detachment which are further than their sacred number from the designated point must take an immediate instability test. A different point may be chosen for each detachment.



SEQUENCE OF PLAY

Daemons are creatures with an alternate perspective on events – the warping power of Chaos means they view the present, the future and the past with varying clarity.

To reflect this, Daemons are free to pick at what point in a particular segment of a phase they wish to act. So a Daemon with charge orders would still have to be moved in the charge segment of the movement phase but it could be moved in the Titan part or the vehicle part of the phase at the option of the controlling player.

ORDERS

An order counter must be given to each Greater Daemon and each detachment of Lesser Daemons in the orders phase. Greater Daemons may opt to change their orders once all other orders have been revealed. If there are Greater Daemons or Eldar Titans on both sides of the conflict players should alternate changing their orders where necessary.

Greater and Lesser Daemons receive the same number of turns as vehicles. Their charge and advance rates are listed in the individual Daemon statistics.

THE INSTABILITY TEST

The material universe is like a waterless desert to Daemons, mostly lacking the invigorating power of Chaos. Though Daemons take great pleasure in wreaking havoc in the material universe, it is only a matter of time before their strength weakens and they are drawn back into the warp.

Combat and hits by the particularly powerful weapons employed on the battlefields of the Imperium increase the stress on a Daemon's continuity and may cause it to be sucked back into the heart of Chaos.

Whenever a Daemon is required to take an **instability test**, roll 1D6 and consult the table below:

- 1-2 The Daemon is sucked back into the warp, remove the model from play.
- 3-4 The Daemon is weakened momentarily and staggers back. Immediately move the Daemon an advance move towards its own base line. If the Daemon is in close combat, it is dissipated into the warp – remove the model from play.
- 5-6 The Daemon is able to restabilise its form and remain in play.

Dice Roll Modifiers

- +1 If within 24cm of a War Temple of the Daemon's Power.

Some Daemons are able to **regenerate**. If a Daemon can regenerate you shouldn't remove it from play as the result of an instability test. Instead lay the model on its side and leave it in place until the next repair phase. Then roll a D6 for the Daemon. On a 1-4 the Daemon fails to regenerate and is removed from play altogether; on a 5 or 6 the Daemon climbs back to its feet and is returned to play.

While they are attempting to regenerate, Daemons have a CAF of 0.

PANIC TESTS

Daemons radiate an aura of indescribable terror. Mortals' minds fill with dread at the very approach of such creatures and the gibbering mask of insanity stalks the battlefield at their heels.

Nearly all Daemons cause **panic** when they engage an enemy in close combat or even at a distance. Exact details of the panic caused by different Daemons is included in their descriptions. Daemons themselves are completely immune to panic.

DAEMONS IN COMBAT

THE DAEMONIC SAVING THROW

Whenever a Daemon takes damage for any reason, it receives a saving throw. Daemonic saving throws are not normally modified so it doesn't matter whether the Daemon took a hit from bolter fire or a defence laser, it still receives an unmodified saving throw. Certain things like attacks from other Daemons or Psykers can modify a Daemon's saving throw – where this is the case, it will be noted in the statistics of that particular creature or weapon.

If a Daemon fails its saving throw it is forced to take an immediate instability test. The saving throws for individual types of Daemons are noted in their statistics.

DAEMONIC ABILITIES

Daemons may have a number of **Daemonic abilities** representing their various arcane or supernatural powers. Most Daemonic abilities are as natural to the Daemon as walking and so can be used in all situations.

Other abilities represent the knowledge of actual spells and give a choice of abilities each turn – these abilities cannot be used if the Daemon is in close combat. From this choice of abilities, each Daemon or detachment of Lesser Daemons can pick one ability each turn – if you want, different Daemons and detachments can pick different abilities.

Objects covered by void shields or power fields are protected against Daemonic abilities and are unaffected by them. Any Titan or Gargant has a saving throw of 2+ against Daemonic abilities.

RANGED COMBAT

Daemons can be fired on with technological weapons. This is resolved using the standard Epic rules. Greater Daemons are treated as vehicle/Titan targets; Lesser Daemons are treated as light vehicles. Any hit against a Daemon with a technological weapon forces it to make an immediate Daemonic saving throw and take an instability test if it fails to make it's save.

Some Daemonic abilities are resolved as ranged combat, in which case they are used in the segment of the combat phase appropriate to the Daemon's orders, unless specified otherwise.

CLOSE COMBAT

Most Daemons rely on close combat to destroy their opponents – they favour rending, chomping and slashing the poor fools they catch so that they can feel them die.

Close combat involving Daemons fighting each other, infantry or vehicles are handled normally using the close combat rules in *Space Marine*. Each Daemon's CAF is stated in its statistics.



PAUL CAMPBELL

Vehicles or infantry which lose a close combat against Daemons are destroyed without a saving throw; secondary attackers will need to make a saving throw to survive if they lost the combat by five or more points. Daemons beaten in close combat by other Daemons deduct -2 from their normal Daemonic saving throw.

Greater Daemons in close combat against Titans are treated as Titans themselves, having 1D3 improvised attacks. Lesser Daemons in close combat against Titans roll 1D6 each – add their CAF to the roll and consult the table below:

- | | |
|------|--|
| 11+ | The Daemon is able to inflict serious damage to the Titan. Apply one random critical hit against the Titan. |
| 8-10 | The Daemon hurls itself against the Titan, inflicting minor damage before being driven back. The Titan takes one random superficial hit and the Daemon must make a saving throw or suffer an instability test. |
| 1-7 | The Daemon is smashed down the Titan and must take an immediate instability test. |

STOMPS AND RAMS

Lesser Daemons cannot be rammed (they're agile enough to step aside) so any attacks made on them in the movement phase must be overruns. These are conducted as per the normal rules.

Greater Daemons can be rammed but not overrun. Any ramming attempt against a Greater Daemon is treated in the exactly the same way as a ram against a Titan – any damage inflicted forces the Daemon to take an instability test.

Daemons cannot stomp or ram opponents, though any Daemon with a split CAF characteristic can overrun infantry and light vehicles.

KHORNE

BLOODTHIRSTERS GREATER DAEMONS

Bloodthirsters are the most favoured of Khorne's Daemonic servants and only the mightiest of his Daemon Princes and Champions can one day aspire to join their ranks. Once aroused, their bloodlust and ferocity are almost unimaginable to a mortal. They have a powerful sense of martial honour and pride. Bloodthirsters are utterly fearless and will not hesitate to fight anything. In battle they rely purely on their own prowess, eschewing the aid of allies or slaves and always leading from the front.

Move	Save	CAF	Cost
16/32	3+	+10/+14	700

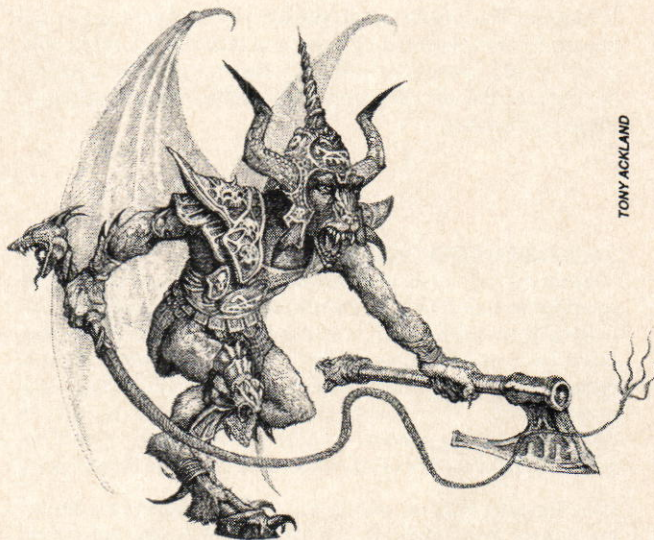
Notes: can fly (counts as skimmer). Hates followers and creatures of Slaanesh. Regenerates.

DAEMONIC ABILITIES

Bloodthirsters are terrifying to behold, a veritable embodiment of whirling death. They cause panic in opponents within 12cm.

Khorne loathes magic – Bloodthirsters receive a +1 bonus on saves against Daemonic abilities.

The fury of the Bloodthirsters' attacks mean that any instability tests they inflict on Daemonic opponents have an additional -1 modifier.



TONY ACKLAND

BLOODLETTERS LESSER DAEMONS

Most of Khorne's Daemonic ranks are filled by the Bloodletters. They act as his huntsmen and his foot soldiers. Bloodletters may eventually reach the status of Bloodthirsters if they display the right amount of skill and *verve*. Few succeed on this path, however, quickly becoming engrossed in the dark, howling battle lust which typifies the Lesser Daemons of Khorne.

Move	Save	CAF	Cost
10/20	4+	+5	500

Notes: hates followers and creatures of Slaanesh. Regenerates.

DAEMONIC ABILITIES

Bloodletters cause panic in opponents within 6cm.

Khorne loathes magic – Bloodletters receive a +1 bonus on saves against Daemonic abilities.

Bloodletters can spit poison. This has the effect of a ranged attack effective only against light vehicles and infantry – range 10cm, hit roll 5+, save modifier -1.



TONY ACKLAND

FLESHHOUNDS LESSER DAEMONS

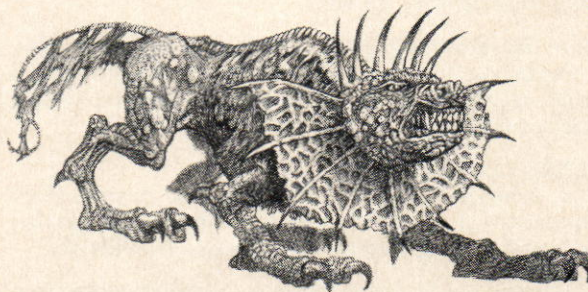
Fleshhounds are the terrible hunting beasts of Khorne. Faultless trackers and merciless in the chase, the Fleshhounds make implacable foes. Those marked as quarry for the Hounds are doomed to be run to ground and torn to shreds beneath their red, dripping fangs.

Move	Save	CAF	Cost
20/34	5+	+4	400

DAEMONIC ABILITIES

Khorne loathes magic – Fleshhounds receive a +1 bonus on saves against Daemonic abilities.

Fleshhounds receive an additional +1 to their CAF when charging.



TONY ACKLAND

SLAANESH

KEEPERS OF SECRETS

GREATER DAEMONS

Keepers of Secrets are the most powerful and brutal of Slaanesh's Daemons. They take sadistic pleasure in murder and torture so are ideal for leading the forces of the Lord of Pleasure to war. Each Keeper has a deep and abiding understanding of the ebb and flow of the warp, and takes particular pleasure in summoning and banishing Lesser Daemons, revelling in its position of power over others.

Move	Save	CAF	Cost
12/24	4+	+11	700

Notes: hates followers and creatures of Khorne.

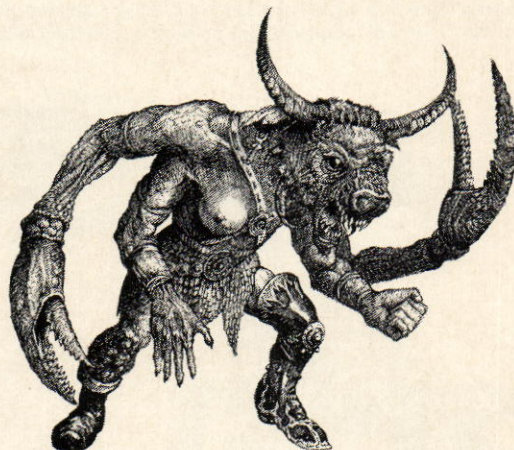
DAEMONIC ABILITIES

Keepers of Secrets cause panic in opponents within 12cm.

Keepers of Secrets understand magic intimately – they receive a +1 bonus on saves against Daemonic abilities.

Keepers of Secrets use magic with glee during battles – each turn a single ability from the following list can be used:

- 1) Invoke +1 on its own attempts to prepare a summoning template or actually summon Lesser Daemons of Slaanesh.
- 2) Automatically force one detachment of Lesser Daemons within 24cm to make instability tests in the end phase.
- 3) Summon a raging storm in the orders phase of the turn. This inflicts a -1 penalty on all firing that turn.



TONY ACKLAND

DAEMONETTES

LESSER DAEMONS

The Daemonettes are the most numerous of Slaanesh's Daemonic followers and serve his desires in many ways. Daemonettes have a perverse beauty, unnatural and disturbing. Though they are fearsome fighters in their own right, each Daemonette also knows a little of the forbidden arts and will not hesitate to use its power.

Move	Save	CAF	Cost
10/20	4+	+4	500

Notes: hates followers and creatures of Khorne.

DAEMONIC ABILITIES

Daemonettes cause panic in close combat opponents when they charge.

Daemonettes understand magic well – they receive a +1 bonus on saves against Daemonic abilities.

Daemonettes can always evoke a strange aura of lust and loathing with their perverse beauty such that they can fascinate a single detachment within 18cm if they remain stationary with no orders from the orders phase. The fascinated detachment cannot move or fire until the Daemonettes are destroyed, move or are engaged in close combat. (Note this ability is totally ineffective against followers of Khorne or Daemons of any sort.)

Daemonettes evoke the powers of magic whenever possible during battles. Each turn a detachment of Daemonettes can use a single ability from the following list. These are cast in the appropriate fire phase for their orders unless specified otherwise.

- 1) Force one Lesser Daemon within 12cm to take an immediate instability test in the end phase of the turn.
- 2) Add +1 to all Slaaneshi panic tests and morale checks within 12cm for the turn.



TONY ACKLAND

FIENDS

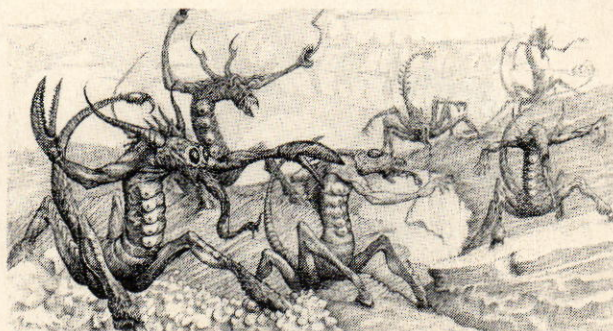
LESSER DAEMONS

Fiends are unnatural mixtures of scorpion, reptile and human. With an insect-quick scuttling gait they pursue those who would flee the Lord of Pleasure's embrace and seek to overcome their prey with their soporific musk.

Move	Save	CAF	Cost
12/24	5+	+2	200

DAEMONIC ABILITIES

Units fighting Fiends reduce their CAF by -1.



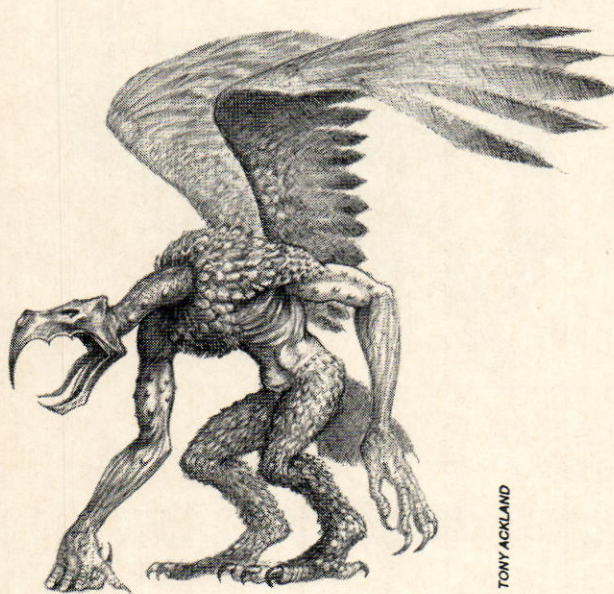
TONY ACKLAND

TZEENTCH

LORDS OF CHANGE

GREATER DAEMONS

The Lords of Change share some of the subtle cunning and wisdom of Tzeentch himself, master of plots and intrigue. Like Tzeentch, the Lords of Change delight in bringing order to ruin so that all may be reshaped and directed to a new path before that too is changed again. The gaze of a Lord of Change is said to reach into the very soul of those it touches, deep into the unspoken fears and hopes each mortal carries with them. It is always the Lord of Change's greatest pleasure to raise a mortal past the heights of his wildest dreams or dash him down to the lowest pit of despair, for nothing can be more despised than the stability and comforts so ardently desired by mortal kind.



Move	Save	CAF	Cost
12/36	3+	+11	800

Notes: can fly (counts as skimmer). Hates followers and creatures of Nurgle.

DAEMONIC ABILITIES

Lords of Change cause panic in opponents within 12cm.

Tzeentch is the master of magic in all its forms. The Lords of Change, as Tzeentch's most favoured servants, enjoy an unparalleled knowledge of the Arcane. Each turn, a Lord of Change can use a single ability from the following list. These are cast in the appropriate fire phase for their orders unless specified otherwise.

- 1) Invoke the Firestorm of Tzeentch. The Daemon may place a 6cm burst template anywhere within 12cm. Units caught underneath the template must make an unmodified saving throw to survive. Any units which fail their save are replaced with Pink Horrors. The Horrors may not move on the turn following their creation.
- 2) Project a blast of magical fire up to 36cm which will hit automatically, causing a critical on a 4+ or a saving throw modifier of -1 against light vehicles and infantry.
- 3) The Daemon can gaze upon a detachment within 24cm in the orders phase and force them to take an immediate morale check.
- 4) A Lord of Change can force a detachment of Lesser Daemons or a single Greater Daemon within 36cm to take an instability test in the end phase of the turn.

FLAMERS

LESSER DAEMONS

Like Pink and Blue Horrors, Flamers are creations of magic, soft bodied and almost transparent. Flamers move with surprising speed, leaping forward in great bounds. They attack with magical flames which they spit from orifices at the end of their trunk-like arms.

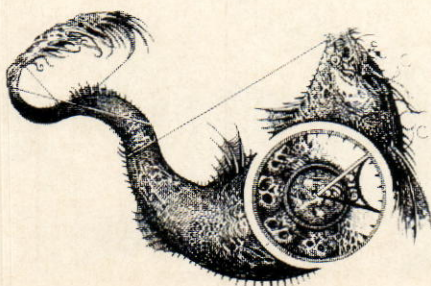
Move	Save	CAF	Cost
18/36	4+	+5	700

Notes: none.

DAEMONIC ABILITIES

Flamers cause panic in enemy units when they engage them in close combat.

Flamers have two ranged attacks each. These are only effective against infantry and light vehicle targets, having a range of 12cm and requiring a 4+ to hit with a saving throw modifier of 0.



PINK HORRORS

LESSER DAEMONS

Pink Horrors are created from the raw stuff of magic as slaves for Tzeentch. On the battlefield they blur into multi-coloured masses of magic, cackling and braying like lunatics as they stream forward at Tzeentch's bidding. Worst of all, when they are struck down the magic of their nature splits into two halves forming into slouching, grumbling Blue Horrors to continue their work.

Move	Save	CAF	Cost
12/18	5+	+4	900

Notes: hates followers and creatures of Nurgle.



DAEMONIC ABILITIES

Pink Horrors cause panic in opponents when they charge into close combat.

Pink Horrors do not take an instability test the first time they fail their saving throw. Instead they collapse immediately and are replaced by two Blue Horrors with the following statistics:

Move	Save	CAF	Cost
12/18	5+	+2	—

When Blue Horrors fail saving throws they take instability checks as usual and are removed if indicated. They are not replaced with further Daemons.

Pink and Blue Horrors are created almost entirely from magic and during battles their progress can be marked by the crackle and flash of energy as they fight. Each turn a detachment of Pink and/or Blue Horrors can use a single ability from the following list. These are cast in the appropriate fire phase for their orders unless specified otherwise.

- 1) Streamers of magic swell and whirl faster and faster. This spell is cast in the orders phase and lasts the whole turn. The detachment may move at twice their normal speed.
- 2) The Horrors raise their spindly arms to direct blast after blast of pink fire at their foes. This gives each Horror in the detachment a ranged attack with a range of 24cm, which hits on 5+, causing a critical hit on 6 or a save modifier of 0.
- 3) The Horrors weave protective strands of power around themselves increasing their saving throw to 4+.

DAEMON PRINCES

GREATER DAEMONS

Daemon Princes may be selected as battle leaders or horde commanders in a Chaos horde regardless of the horde's patron Power. Daemon Princes may be summoned by any coven. Greater Daemons and Daemon Princes will not deign to attempt to summon entities as powerful as themselves.

Daemon Princes are Chaos Champions which have succeeded in their quest for ultimate power and ascended into the ranks of Daemonhood. Daemon Princes can either be the servants of one of the four Great Powers of Chaos who have gained Daemonhood with the aid of their patron, followers of another patron, or exceptionally powerful individuals who make their own path in Chaos Undivided.

Though he may be a servant of a greater Power than himself, a Daemon Prince is an individual with his own character, powers and appearance. Most Daemon Princes tend toward the archetypal look of Daemons: horns, tail and batlike wings are in evidence, with various mutations. They are always large and very powerful, both in the arcane arts and in battle.

Type	Move	Save	CAF	Cost	Notes
I	8/16	4+	+3/+7	400	
II	10/20*	4+	+8	500	3
III	12/18	3+	+4/+9	600	
IV	16/24	3+	+9	700	2,3
V	14/28*	4+	+10	800	1,4
VI	12/36*	3+	+5/+10	900	1,2,3,4

Notes: Princes with movement rates marked * can fly (count as skimmer). Princes with saving throws marked * regenerate.

DAEMONIC ABILITIES

Daemon Princes cause panic in opponents within 12cm. They are themselves immune to panic.

Some Daemon Princes have a deep and abiding knowledge of the Arcane. These are marked with one or more numbers in the notes section of their characteristics. Each number equates to a single ability from the following list. The Daemon can use one of its Daemonic magic abilities each turn. These are cast in the appropriate fire phase for their orders unless specified otherwise.

- 1) The Daemon may invoke a raging maelstrom of flames – place a 6cm burst template anywhere within 12cm. Any unit caught underneath the template must make an unmodified saving throw to survive the blazing gout of warp energy.
- 2) The Daemon can project a blast of magical fire up to 36cm which will hit automatically, causing a critical on a 4+ or a saving throw modifier of -1 against light vehicles and infantry.
- 3) The Daemon can gaze upon a detachment within 24cm in the orders phase and force them to take a morale check.
- 4) The Daemon can force a detachment of Lesser Daemons within 24cm to take an instability test in the end phase of the turn.

Daemon Princes which serve Khorne cannot use their magic. Instead increase their CAF by +1 for each ability lost. Khornate Daemon Princes can always overrun using half their CAF unlike other Daemon Princes who may only overrun if their characteristics indicate they can.



NURGLE

GREAT UNCLEAN ONES GREATER DAEMONS

Whereas most Greater Daemons are actually servants and slaves of their Power, those of Nurgle are more akin to facsimiles of Nurgle himself both in terms of appearance and personality. Indeed the followers of Nurgle frequently refer to Great Unclean Ones as Father Nurgle – which gives an indication of the relation between Daemon and underling. Nurgle's followers are treated with a gregarious and even sentimental nature by Great Unclean Ones, who seem to take a noticeable pride in their behaviour and achievements. All Greater Daemons of Nurgle seem to have boundless energy and drive, constantly working to extend the process of rot and decay, thoughtless for their own comfort while places still remain uncorrupted.

Move	Save	CAF	Cost
12/18	3+	+9/+13	700

Notes: hates followers and creatures of Tzeentch.

DAEMONIC ABILITIES

Great Unclean Ones cause panic in opponents within 12cm.

Great Unclean Ones are great masters of magic – each turn a Great Unclean One can use a single ability from the following list. These are cast in the appropriate fire phase for its orders unless specified otherwise.

- 1) Launch a stream of filth and corruption against its foes. Use the Gargant grape shot template to mark the area effected by the stream. Any unit caught underneath the template must make an unmodified saving throw to survive.
- 2) Project an aura of pestilence which halves the CAF value of all units within 12cm which are not followers of Nurgle.
- 3) Send followers and Lesser Daemons of Nurgle within 24cm into a whirling Dance of Death. It must declare this use in the orders phase of the turn. The affected units must charge (even if they don't have charge orders) and enter close combat if possible. While in the Dance of Death, units are immune to panic.



STEPHEN TAPPIN

PLAGUEBEARERS LESSER DAEMONS

Plaguebearers are created from the dying soul stuff of victims of Nurgle's greatest contagion, Nurgle's Rot. Nurgle's Rot is unusual in that it affects not only the body but the soul of the victim too. Those falling prey to its influence become Nurgle's servants. Plaguebearers are doomed to the impossible task of keeping account of the innumerable plagues, contagions and infections throughout the universe, counting and recounting in a fruitless attempt to impose order on a meaningless and chaotic existence.

Move	Save	CAF	Cost
8/16	4+	+4	500

Notes: hates followers and creatures of Tzeentch.

DAEMONIC ABILITIES

Plaguebearers cause panic in opponents when they charge into close combat.

Plaguebearers are surrounded by clouds of flies which swarm over their opponents in close combat, inflicting a -1 CAF modifier.

The unholy Plague Swords borne by Plaguebearers inflict an additional -1 on all Daemonic saving throws made against Plaguebearers in close combat.

Plaguebearers will use magic on occasion during battles. Each turn a detachment of Plaguebearers can use a single ability from the following list. These are cast in the appropriate fire phase for their orders unless specified otherwise.

- 1) Raise any units destroyed within 12cm as an undead counter – see *Artifact Weapons: Plague Wains* for more details.
- 2) They may set up a sonorous chanting in the orders phase of the turn which will force a single detachment within 24cm onto no orders if it fails its saving throw.
- 3) Invoke a Plague Wind which affects the area of 6cm burst template. Any units caught underneath the template must make a saving throw to survive. Maximum range for the Plague Wind is 30cm.



ADRIAN SMITH

BEASTS OF NURGLE

LESSER DAEMONS

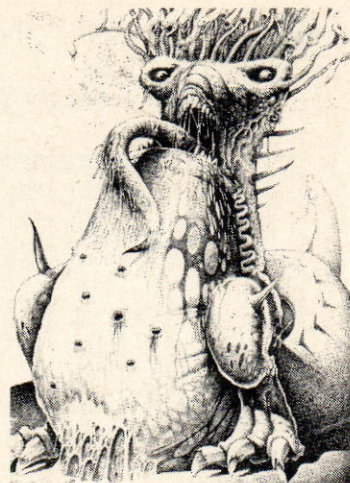
Beasts of Nurgle have a fearsome appearance: a slug-like body topped by a fringe of fat writhing tentacles which constantly ooze slimy secretions. This is belied by their apparently friendly and energetic character as they bound from one group of newcomers to the next, excitedly licking at their new friends and leaving little puddles of caustic slime behind them. The touch of the Beast of Nurgle is deadly to mortals, though they do not appreciate this and only register vague disappointment as each new playmate quickly becomes still and boring.

Move	Save	CAF	Cost
6/12	3+	+1D6	400

Notes: none.

DAEMONIC ABILITIES

Beasts are immune to panic except when attacked by fire (not plasma, not lasers, not meltas – just fire) which causes an automatic panic test.



STEPHEN TAPPIN

NURGLINGS

LESSER DAEMONS

Nurglings are Nurgle's favoured little helpers. Each one is a tiny facsimile of Nurgle or a Great Unclean One. Nurglings are excitable and energetic, like malicious school children, though their vicious sense of humour and sharp fangs make them quite nasty for all their small size.

The Nurglings encountered on the battlefield are mostly in great swarms which have bred together on the Nurgle Renegades' space hulk. They form carpet-like masses to overwhelm the foe with numbers while more adventurous individuals sneak off to inflict boils and diseases on their own. Quite often Nurglings will remain behind on a planet which has been raided to cause trouble for years to come.

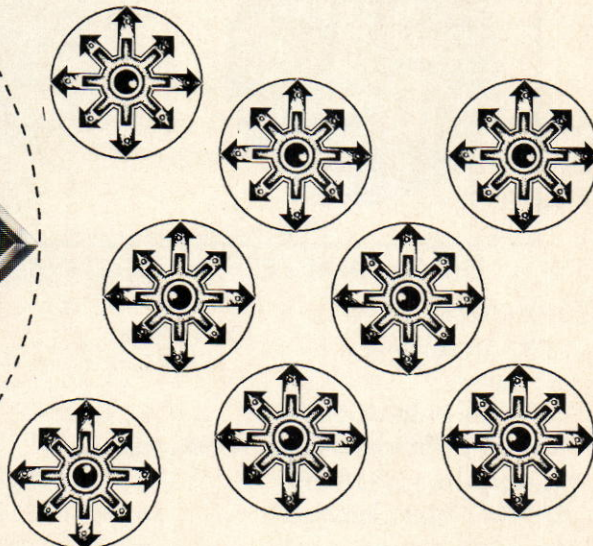
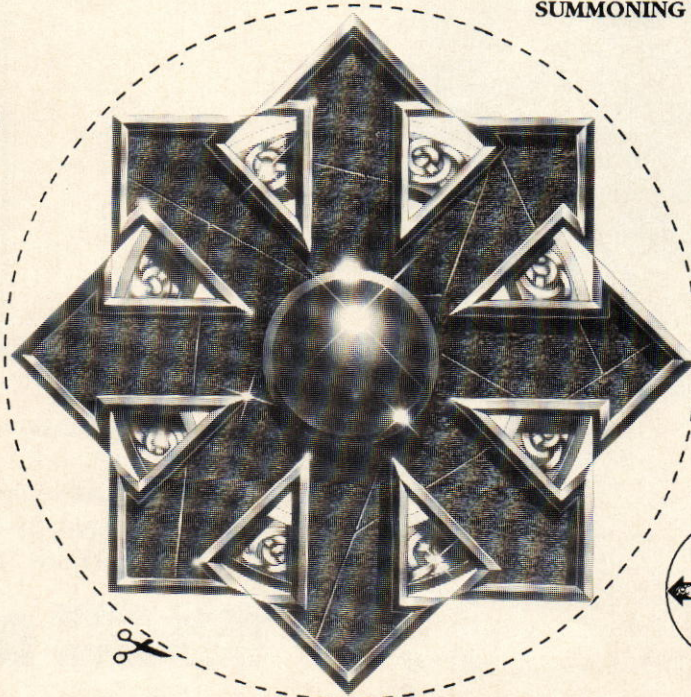
Move	Save	CAF	Cost
8/16	5+	+2	100

Notes: Regenerates (this doesn't represent the actual Nurglings regenerating, rather it shows the tendency for the nurglings to get scattered by a hit and then gradually scramble back together). Nurglings have no Daemonic Abilities.



ADRIAN SMITH

SUMMONING TEMPLATE: Photocopy the summoning template and the eight summoning counters, stick them to stiff card and cut them out. You place the counters on the arrow points as the summoning progresses. Once all eight counters have been placed, the final chants begin on the next turn.



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SPACE MARINE™

NEW WARLORD TITAN WEAPONS AND EQUIPMENT

BY ANDY CHAMBERS, ROGER GERRISH AND KARL TEBBUTT

The Warlord class Titan is one of the oldest and most numerous Titan designs serving the Imperium. The original Warlords were built in the Dark Age of Technology and literally millions have been built in their image during the long and bloody history of the Empire. The Warlord is thought to be the first truly successful meshing of machine to cybernetic personality imprint, creating a machine which could move and balance 'naturally' without constant supervision from its crew.

The original personality imprint for the Warlord was and still is that of the great grizzly bear. This principle of using predatory animals as personality imprints in war machines holds true of all Imperial Titan types. The Warhound, for example, contains the personality imprint of a mastiff or wolf. The natural ferocity of such personalities naturally makes them harder for a Princeps to control but, once he does, the performance of the Titan is far more deadly for the presence of that cunning, predatory mind in the machine itself.

The Warlord remains popular with all the orders of Collegia Titanica. Wherever they appear, the Warlords strike terror into the enemy as they stride into battle. Often the angry roars filling the air from their psycho-war projectors are alone sufficient to rout the enemy. The Warlord's well-documented handling characteristics also make it a favoured field test bed for devices created by the research orders of the Divisio Investigatus.

In this article, we reveal a few of the more common upgrades and variants of the Warlord class Titan to be encountered, particularly in relation to Siege Titans and the dread Chaos Titans.

NEW TITAN RULES

PSYCHOLOGICAL EFFECTS OF TITANS

The awesome might of Titans is enough to make all but the bravest warriors break before them. To represent the effect of Titans during a game, use the modified morale table below and include the following new rule:

Infantry and light vehicle detachments which are within 24cm of an enemy Titan or Gargant in the orders phase must take a morale check, even if they still contain surviving command stands.

To bring the morale table up to date, we've also included the necessary modifiers to make it applicable to all races. Roll 1D6 for the detachment taking the test and apply all relevant modifiers, look up the modified roll and apply the orders indicated to the detachment for that turn.

MORALE TABLE

Modified Dice Roll	Result	Permitted Orders
7 or more	Pass	Any
3-6	Pinned	Fall Back or No Orders
2 or less	Fall Back	Fall Back, rout test
Normal modifiers		
Detachment (all units) in hard cover		+1
Each remaining commander, champion, leader or command stand in detachment		+1
Detachment had fall back orders last turn		-1
Detachment has two or less remaining units		-1
Enemy Titan within 24cm		-1
Troop Type Modifiers		
Elite Detachment		+2
Eldar Aspect Warriors		+1
Space Marines		+1
Squats		+1 *
Squat Hearthguard within 12cm of Squat detachment		+1
Ork Nobz		+1 **
Chaos Cultists		-1 ***
Planetary Defence Forces		-1

* **Squats:** Squats may count the hard cover bonus if in a hollow square formation. Squats may have first fire orders instead of no orders.

** **Orks:** All Orks (not just Nobz) receive a +2 bonus if the Boss Gargant is within 48cm and still firing.

*** **Cultists:** Cultists have a +2 modifier instead of -1 if Daemons of their Patron Power are within 12cm. See the Chaos army list for details of morale bonuses from the horde commander, battle leaders and Artifact Weapons.

TITAN CLOSE COMBAT WEAPONS VERSUS BUILDINGS

Any Titan in base-to-base contact with a building may attack it in the close combat segment of the combat phase using close combat weapons. The Titan may employ any close combat weapons it can bring to bear and receives and +2 modifier to hit. See the close combat weapons summary for the damage different weapons inflict on buildings.

TITANS USING INDIRECT FIRE

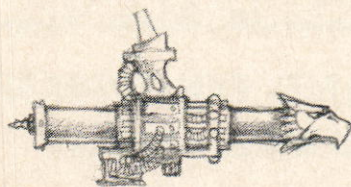
Titans with RELAY may fire indirect with the following weapons:

Macro Cannon
Multi-Launchers
Support Missiles

Titans use the same rules for indirect fire as vehicles.

NEW CLOSE COMBAT WEAPONS

POWER RAM

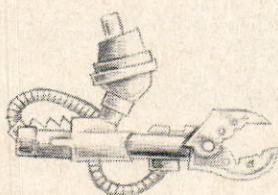


This weapon is an electro-hydraulic battering ram often carried by Siege Titans. Its hardened adamantium beak is equally dangerous against both Titans

and buildings. The power ram delivers a high-velocity strike capable of punching through the thickest armour and inflicting major internal damage.

Weapon Type	To Hit	Damage	
		Vs Titans	Vs Buildings
Power Ram	4+	1D2 critical hits	1D3 critical hits

BATTLE CLAW



The battle claw is a close combat weapon most commonly seen on Chaos Titans. Its huge hydraulic pincers can grip and twist Titan arms and weapons, or sheer through metal as they powerfully snap shut.

Weapon Type	To Hit	Damage	
		Vs Titans	Vs Buildings
Battle Claw	4+	1D3 critical hits	1D3-1 critical hits

ENERGY WHIP



This close combat weapon is used exclusively by Chaos Titans. The triple whip lashes against the target causing light damage but also acting as a conductor for a massive electric jolt intended to burn out circuitry and control systems in the opposing Titan. A successful hit with an energy whip auto-matically inflicts one psychic shock in addition to any other damage done. The energy whip is ineffective against buildings.

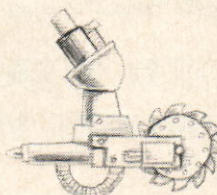
WRECKER

The wrecker is simply a large weighted ball swung at the end of a reinforced chain. Its primary purpose is to deliver crushing blows against buildings and fortifications, though its tremendous power means it also makes an effective close combat weapon.



Weapon Type	To Hit	Damage	
		Vs Titans	Vs Buildings
Energy Whip	3+	1D3 superficial hits plus psychic shock	None
Wrecker	4+	1 critical hit	1D3+1 critical hits

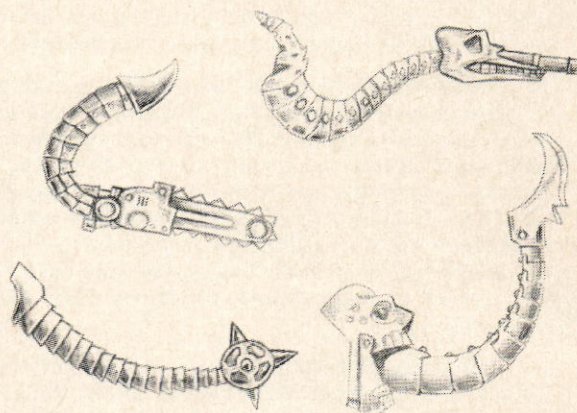
POWER SAW



The power saw is a simple variant on the standard chain fist used by many Titan orders. Its whirling adamantium-tipped blades can slice through armour, weapons and power cables to cripple its enemy.

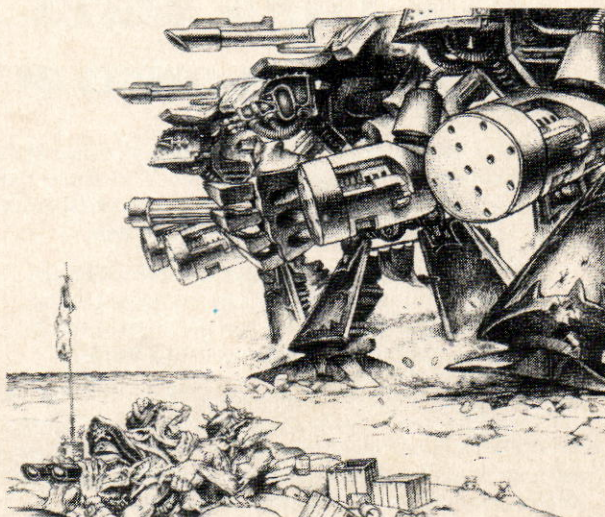
Weapon Type	To Hit	Damage	
		Vs Titans	Vs Buildings
Power Saw	3+	1D2 critical hits	1 critical hit

CHAOS TITAN TAILS



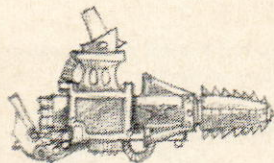
The degenerate Chaos Titans have mutated to become a hellish mixture of flesh and metal. Some of these monstrous creations carry weapons mounted on long, sinuous tails, using them to crush and gouge their enemies.

Any Chaos Titan can be upgraded to carry tail-mounted weapons for an extra 30 points per tail. Each tail-mounted weapon gives the Titan an extra improvised close combat attack which it may use in any direction.



NEW WEAPONS

LIGHT SUPPORT MISSILES



HARPOON MISSILE



BARRAGE MISSILE



DEMOLISHER MISSILE

All the following missile types are **light support missiles**. Light support missiles are designed to give Titans of all sizes increased short range firepower for assaults or Titan-hunting.

A light support missile counts as a grade 2 heavy weapon which may be attached to any configuration hard point on a Titan, including the arms. Though light support missiles are one-shot weapons, it is permissible for a Titan to carry more than one missile per hard point if the grade of the hard point permits it. You can represent this by gluing several missiles together and fitting them to hard points as appropriate.

DEMOLISHER MISSILE

The demolisher is a one-shot armour-piercing missile sometimes carried by Titans for dealing with heavily-armoured targets. It has an adamantium tip to carve through the target's armour before the melta warhead detonates to complete the act of destruction.

A hit by a demolisher missile causes 1D3 automatic critical hits against an unshielded target. A target protected by void or power shields will suffer only one hit from a demolisher missile.

BARRAGE MISSILE

The barrage missile is another one-shot support weapon developed for Titans by the Divisio Investigatus. It has a multiple warhead configuration intended mainly for depleting void shields but also useful for an area effect against light targets.

Vehicle and Titan targets within the burst of a barrage missile will suffer 1D6 hits if they are affected. Hits from a barrage missile will knock down void or power shields normally but will only score superficial damage. Infantry targets in the burst of a barrage missile are affected as by a standard burst weapon.

HARPOON MISSILE

The harpoon missile employs the same launcher system as that used for the demolisher but delivers a less devastating warhead with a more insidious effect. If the harpoon hits a Titan target and scores a critical hit, its barbed head lodges in the Titan. In each subsequent end phase, the Titan suffers 1D3 superficial hits from the random electrical surges produced by the missile.

If any of the superficial damage caused by the missile cannot be applied to the Titan for any reason, the missile is

assumed to have stopped functioning and will cause no further damage. If a harpoon hits any target other than a Titan it has no special effects – roll for damage effects as normal.

VEHICLE AND TITAN TARGET WEAPONS TABLE

Weapon	Range		To Hit		Critical Hit Roll
	Short	Long	Short	Long	
Demolisher Missile	30cm	60cm	3+	5+	1D3 Critical Hits
Barrage Missile	30cm	60cm	3+(B)	5+(B)	1D6 Superficial Hits
Harpoon Missile	30cm	60cm	3+	5+	4+

INFANTRY TARGET WEAPONS TABLE

Weapon	Range		To Hit		Saving Roll Mod.
	Short	Long	Short	Long	
Demolisher Missile	30cm	60cm	4+	6+	-2
Barrage Missile	30cm	60cm	3+(B)	5+(B)	-1
Harpoon Missile	30cm	60cm	4+	6+	-1

CARAPACE MOUNTED MULTI-LASERS

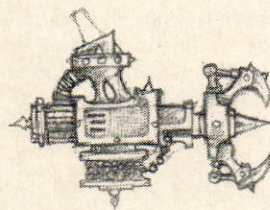


Warlords fighting in built-up areas are sometimes fitted with multi-lasers replacing the rear banner mounting points. These act to cover the Titan's blind spots against infantry assault.

Because of their complex motion-sensing arrays, carapace mount multi-lasers can snap fire regardless of the Titan's orders, though they still suffer modifiers for the Titan's movement where applicable.

Carapace mount multi-lasers have a rear 180° fire arc, are grade 1 and add +20 points each to the cost of the Titan. They may be increased to a maximum of grade 3 at 20 points per additional grade. Note that there is no hard point or configuration cost to fit carapace mount multi-lasers.

TRIDENT



Trident is a highly specialized weapon system employing a rocket-propelled grapple to seize its target. The target is then dragged towards the Titan by an attached chain and power winch. Because the

grappling claw is relatively slow-moving, void and power shields do not impede it in the slightest.

Trident does not receive a bonus for first fire orders and may not be snap fired. If Trident is used against a vehicle or infantry unit, there is no special effect from the hit and it is resolved as a normal weapon hit. If a building or Titan is hit with Trident, there is a chance that the target will be pulled over.

If the target is another Titan, roll for damage as usual. If the Trident scores any damage, both players then roll 1D6 for their Titans and adjust their scores by the modifiers listed on the following table.

Trident Modifiers

Opponent's armour rating	+/-AR
Warlord	+2
Reaver	+1
Warhound	-
Great Gargant	+4
Slasher Gargant	+2
Phantom	+1
On first fire orders	+1
On advance orders	-
On charge or evade orders	-1
On damage control orders	-2
Legs damaged	-2

The Titan with the lowest total score is dragged over and crashes to the ground. Treat it as suffering catastrophic leg damage. If the players' scores are drawn before or after the modifiers are applied, the chain attaching the power winch to the Trident breaks, rendering the weapon useless for the rest of the battle.

If Trident is fired into a building it scores damage as usual. It may also add any applicable positive modifiers from the table to the chance of the building collapsing in the end phase. Note that this does not score any extra damage on the building, it merely represents the Titan helping things along a little.

Trident may be mounted on any hard point configuration and counts as a grade 1 very heavy weapon.

VEHICLE AND TITAN TARGET WEAPONS TABLE

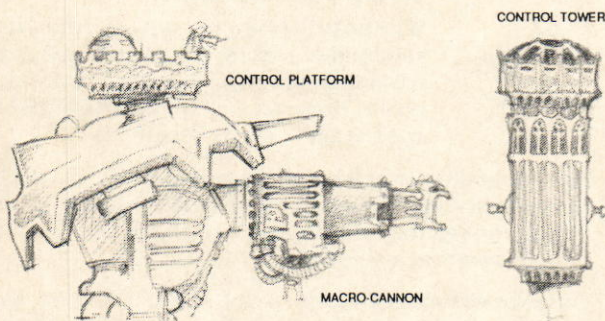
Weapon	Range		To Hit		Critical Hit Roll
	Short	Long	Short	Long	
Trident	6cm	24cm	3+	5+	5+

INFANTRY TARGET WEAPONS TABLE

Weapon	Range		To Hit		Saving Roll Mod.
	Short	Long	Short	Long	
Trident	-	12cm	-	5+	-1

NEW EQUIPMENT

CENTRE LINE WEAPON MOUNTS



A common Warlord variant is the replacement of the head of the Titan with a Deathstrike centre line macro-cannon mount. The Titan's crew reside in a carapace-mounted fire control tower or platform fitted with RELAY. Deathstrike variant Warlords are used for long-range fire support and bombardment duties.

The Deathstrike cannon mount is bought as a standard carapace hard point with the usual hard point and configuration costs (see Codex Titanicus). For fire arcs and damage purposes, the centre line mount counts as a carapace-mounted weapon.

The fire control tower or platform is also bought as an extra hard point, though it does not have a configuration cost. Having a fire control platform or tower adds +2 to the total weapon grade of the Titan. A Titan with a fire control tower or platform automatically has RELAY at no extra cost but the Titan's crew may not eject.

RUBBLE CLAWS



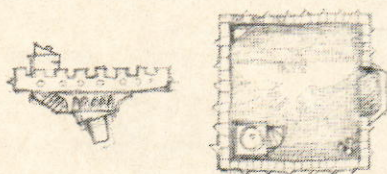
Rubble claws are auxiliary units clamped over the standard Warlord's feet to give it extra traction in treacherous terrain. A Warlord fitted with rubble claws treats rubble and rocks as difficult terrain instead of dangerous terrain.

Because of the broader area the Titan can crush with its claws as it walks, a Warlord fitted with rubble claws doesn't have to pay 2cm of its movement to make stomp attacks and gets one free attack against every enemy unit it moves over (extra attacks after the first still cost 2cm). A Titan with rubble claws also gains +1 on all its stomp rolls.

Unfortunately, the extra weight of rubble claws degrades a Titan's performance somewhat – any Titan wearing rubble claws is always counted as unmanoeuvrable and may not charge. Fitting a Titan with rubble claws costs no points but the restrictions it places on the Titan's manoeuvrability means they are usually only fitted to Titans fighting in sieges and built-up areas.



CARAPACE LANDING PAD



This structure is used for two purposes. Its primary function is as a launch point for assault troops embarked on the Titan. Protected by the Titan's

void shields, assault troops can be brought within jump range before they attack. The reduction of casualties from defensive fire to a minimum makes this a favoured method of assaulting heavily-defended positions. Its secondary function is to act as landing pad for Land Speeders or Jet Bikes.

A carapace landing pad can carry up to 4 infantry stands, 2 Land Speeders or 2 stands of Jet Bike mounted infantry. Units embarked on a Titan may disembark in the movement phase regardless of the Titan's orders. Units may only embark on a Titan if it has first fire orders and the units move onto the Titans base. The embarking units are then moved on board the Titan in the end phase. Units embarked on a Titan may not fire.

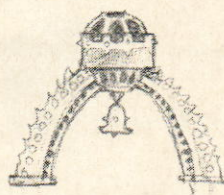
If a Titan carrying units suffers a critical hit, all units on board suffer the equivalent of a superficial hit by the same weapon. If the Titan is destroyed, all units embarked on it are also destroyed.

A carapace landing pad counts as a grade 3 heavy weapon towards the total weapon grade of the Titan but only the basic hard point is paid for – the pad has no configuration cost. Embarked units are paid for separately.



KEVIN WALKER

DEVOTIONAL BELL



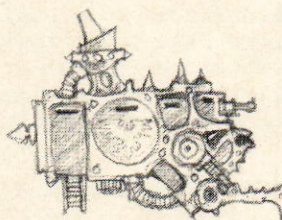
This bell structure is always carried by the Custodian Titan of an order. Built from valuable and sacred Terran metals and anointed with a drop of the Emperor's blood, the bell acts as a mobile shrine for the Imperial Cult and a rallying point

on the battlefield. The presence of a Custodian Titan in a battle is a complete anathema to daemonic intrusions into the material universe as it directly extends the Emperor's will and spirit to his mortal followers.

All Loyalist Imperial forces within 36cm of a devotional bell carried by a Custodian Titan receive +1 on all morale and panic tests and +1 on saving throws against daemonic abilities. Daemons which move within 36cm must take an automatic instability test.

The devotional bell occupies two carapace hard points on the Custodian Titan though it has no configuration cost. The honour of Custodian is only bestowed upon crews of at least Elite status (see also Custodian Heads below).

CORVUS ASSAULT POD



As a further extension of the theory behind landing pad launched assaults, the Corvus assault pod was soon developed as an alternative arm mount for Titans.

The pod is designed to allow the Titan to carry a single detach-

ment of troops right up to a building and disgorge them directly amongst the defenders via a drop-down ramp.

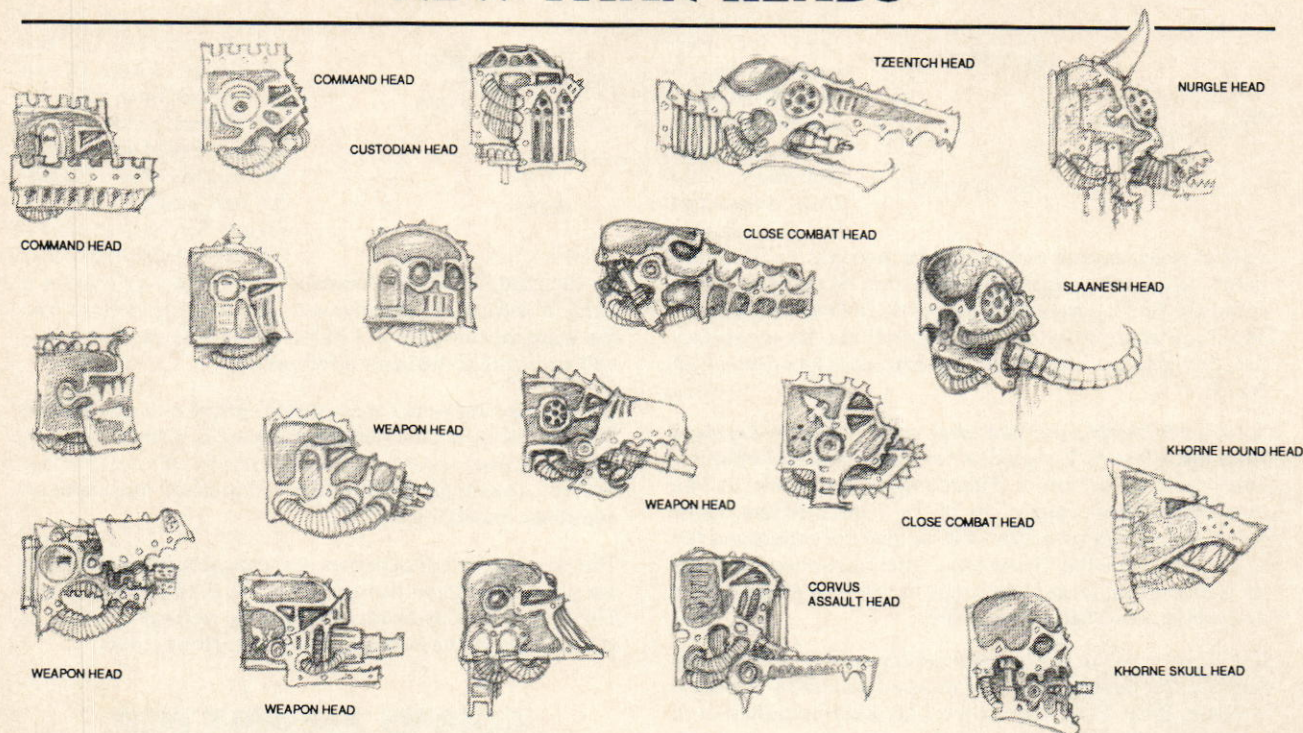
The pod can carry up to 4 infantry stands. To manoeuvre the pod into position the Titan carrying it must be on advance orders and end the movement phase touching the target building. Obviously to use the pod the building must be in the fire arc for the arm the pod is mounted on.

Troops in the pod may then engage troops in the building during the close combat segment of the combat phase. Troops attacking a building in this manner do not suffer the -2 modifier for attacking into a defended building.

Damage to the Titan does not affect the pod or its occupants unless the arm mount it is on gets hit. If this happens, treat the pod as a transport vehicle (saving throw 4+) and calculate damage and troop casualties accordingly (see the Space Marine rulebook). If the Titan is destroyed, the pod and all its occupants are also destroyed.

The Corvus assault pod count as a grade 1 very heavy weapon and must be mounted on an arm. A grade 2 heavy bolter is incorporated into the pod and may be fired by the Titan under the normal rules. Like the launch pad, only the hard point that mounts the pod is paid for – there is no extra cost for the configuration code.

NEW TITAN HEADS



The head of a Titan houses the Princes and Moderati who control it. In the event of catastrophic damage the head of the Titan can be ejected to carry the Titan's crew to safety. All Titans carry a heavy bolter for anti-personnel work but there are a wide range of variant heads used by different orders, some mounting heavier weapons or fitted with various devices.

You may opt upgrade a Titan with a different head by simply paying the points cost indicated below. There is no extra cost for either hard points or configuration costs. The fire arc for weapons or devices mounted in the head is the same as that for a carapace-mounted weapon.

For an additional 20 points a Titan may be given a head that mounts a close combat weapon giving it one extra close combat improvised attack.

For an additional 30 points a Titan may be fitted with a head that mounts an additional 1/0/D hard point. For an additional 50 points the hard point may be a 1/0/B mount or a 2/0/D mount.

For an additional 50 points a Titan may be fitted with a Corvus assault head. This follows the same rules as those given for a Corvus assault pod above, except the troops are carried internally and suffer damage in the same way as those embarked on a carapace landing pad. The troops are still bought separately.

For an additional 100 points a Titan may be fitted with a command head. The command head contains personality imprints of ace Princes and some fragment of their abilities is passed on to the Titan and its crew. This allows the Princes to choose one of the skills from the Crew Skills Table in Codex Titanicus to use for the duration of the battle. Command heads are rare and highly valued, generally only being fitted to the Titan of a Senior Princes or Grand Master. Hence, only one Titan in every four used in a battle may be fitted with a command head.

One Titan in a force may be designated as the Custodian Titan and fitted with a special head. The custodian head includes a high-powered psychic amplifier which allows the Titan to make a psychic attacks. Each turn in the end phase, the custodian may place a 6cm template anywhere within 60cm. Any unit caught beneath the template must make an unmodified saving throw to survive the attack; any which fail must be removed as casualties. Daemons must make a daemonic saving throw at -1 and suffer -1 on their instability test if they fail their save. A custodian head costs 100 points.

CHAOS TITAN HEADS

Chaos Titan Princes are sometimes rewarded by their patron Power with special Chaos Titan heads. Frequently the head is in the shape of a beast or daemon of the patron Chaos Power. Any Chaos Titan can be fitted with a Chaos head for an additional 100 points. In campaign games, a Chaos Princes will automatically receive a Chaos Titan head for no points after making five kills. In either case, the gift is randomly determined by rolling 1D6 and consulting the table below.

- 1 The head incorporates a close combat weapon, giving the Titan one extra close combat improvised attack.
- 2 The head incorporates a 1/0/D weapon hard point.
- 3 The head incorporates a Corvus device or a 2/0/D or 1/0/B hard point.
- 4 The head includes an extra void shield generator, increasing the Titan's maximum number of void shields by one. (Note that this may take a Titan above its normal maximum number of void shields.)
- 5 The head simulates the effects of a randomly determined device. Roll again:

1-2	Cameleoline
3-4	Cobra
5	Relay
6	Command head

- 6 Roll twice more on the table, ignoring this result if it is rolled again.



SLAANESH CHAOS TITANS, SUPPORTED BY CHAOS RENEGADES AND CULTISTS, ADVANCE ON AN ORK SETTLEMENT

SPACE MARINE™

AN EPIC BATTLE

VALEDICTORS 3RD REGIMENT VERSUS BURZURUK'S BAD BOYZ

BY ANDY CHAMBERS

Recently Jervis and I fought a particularly entertaining game of Space Marine on one of our 8' x 4' set-ups at the Games Workshop studio. Having arranged to play the previous day we got in early to sort out our forces and discuss plans over a cup of coffee. With a notebook to record each turn as it happened we were ready to begin. I ought to say at this point that it is almost impossible to photograph a wargame in progress, so I used an instant camera to take pictures as we played, and went back to the table again a few days later to retake the photos using proper lighting and cameras.

We decided to play Orks versus Space Marines. Jervis volunteered to play the green skins, and I took the courageous forces of the Emperor, which suited me since I have a Space Marine force I use pretty regularly for Ork bashing.

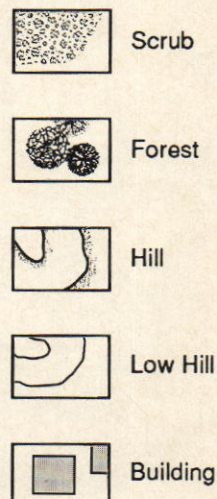
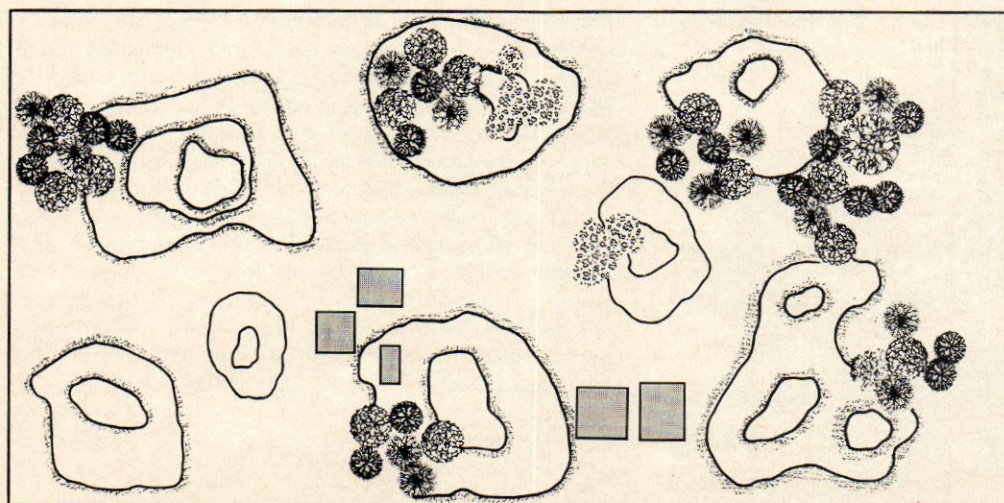
We kicked off by setting up the terrain using a prototype random generation system (which we might put in a future *White Dwarf* when it's ready). Once the terrain was placed (see the map below) we both went away to prepare our forces for the conflict. As a straight encounter battle we both had 6000 points. We decided to limit ourselves to choosing at least two thirds of our points from one army list with the other third being available for expenditure on Titans, allies, etc.

SPACE MARINE BATTLEPLAN

As the Space Marine player, I picked my main force from the Valedictors regiment published in *White Dwarf* 126. I definitely wanted to spend a full third of my points on buying Titans which left me 4000 points to spend on Space Marines, out of which I wanted to use my Capitol Imperialis if I could and the regimental commander with a Terminator detachment as my 'ace-in-the-hole'. The Orks, however, would have an overwhelming numerical advantage so before I went in to buying such expensive forces I had to make sure I had some troops capable of holding the line and stopping the Orks over-running me.

To start off I picked the 2nd Company of the 2nd Battalion. This was an obvious choice because it gave me two Space Marine tactical detachments, which are always useful 'bread and butter', and a detachment of Land Speeders. Though Land Speeders are rather vulnerable they can be useful to slip round behind an inattentive foe or just to lurk around behind cover as a deterrent. I reckoned Jervis would probably send an Evil Sunz warband through the open ground on my left flank and I wanted to have the Speeders available to harass them if he did. This would force the Orks to advance a bit more cautiously and give me more time to organize a welcoming committee.

THE BATTLEFIELD



SPACE MARINE EPIC BATTLE

I mounted one tactical detachment in Rhinos and the other in Land Raiders. Rhinos are a good choice because they're quick and cheap, and once they've dropped off their infantry they can also be used to harass enemy infantry formations (like Ork warbands) or even *in extremis* to overrun them. The Land Raiders were chosen to get the infantry into position and then supply some basic tanks for anti-vehicle work. Unfortunately Land Raiders are pretty useless against opposing infantry but they're great for supporting your own men. I also picked the battalion Vindicators to support the second company. Looking at the terrain convinced me that Jervis would put the bulk of his warbands down the two valleys around either side of the hill at the centre of his table edge. From experience we've learnt that warbands work best in relatively open ground - cover tends to impede their movement and causes them to bunch up. If I was right about all this it meant that a big fight was bound to break out in the buildings on my left and I figured the short range fire power of the Vindicators would help stave the Orks off.

I next picked the 3rd Company of the 3rd Battalion, which is a robot company comprising of fifteen Conqueror type robots. I wanted these robots for several reasons. Firstly they are nice and cheap at 450 points for the whole company. They carry a heavy bolter and an autocannon each giving them long range hitting power, albeit a little weak, and shorter range anti-infantry fire power which is always useful against Orks. I also wanted something to slow the Orks down which could be trusted not to move until they were all wiped out. I decided to deploy the robots in a position where they would move forward and block the valley on my right to impede the Orks moving through it.

A plan was starting to form in my mind. I would begin by rushing forces forward into the buildings on my left. From this strongpoint I could keep up continuous fire on the warbands coming through the valley opposite. Meanwhile I would send the robots to block the valley to the right while a second force swung wide around the right flank, taking advantage of the cover afforded by the woods before bursting out onto the warband which

would hopefully be engaged with the robots. This would leave me in a commanding position, and if everything went according to plan the forces on the right should be able to sweep across and bale out the doubtless beleaguered strongpoint late in the game.

Fighting Orks before has taught me that you need to combine tactics of sitting in position and blasting them (which is often tempting) with manoeuvre and counter attacks, taking advantage of the fact they come in big, unwieldy formations of mainly infantry. It takes a ferocious amount of casualties to actually stop a warband so it's often best to try to hit them in the flanks in an effort to distract them or slow them down.

Now that I had a definite plan my choice of troops was made a lot easier. For the robot company battalion support detachment I picked Contemptor Dreadnoughts to help defend the buildings on the left. Contemptors can be surprisingly good for blunting warbands at the last moment. They're also cheap and a lot more flexible than robots (though they're no use at all against vehicles) and the models are a personal favourite of mine. Unless I wanted to take any more companies in full I was now limited to picking up to two detachments from anywhere in the first battalion. My points were already running at close to 3000 and the regimental commander and his Terminators would be 700 points on their own so I couldn't really afford any more full companies.

To qualify for the regimental level stuff I needed three battalion level detachments. As I already had two I chose the Whirlwinds from the first battalion to provide my troops with some indirect fire support. Because Orks lack artillery of their own you can use indirect fire to inflict some harassing casualties on them right from start without fear of retaliation. This took my total up to exactly 3000 points.

From the regimental level detachments I took some Terminators and the regimental commander. I also took a Capitol Imperialis as the regimental HQ vehicle for 250 points, which took my running total up to 3950. I decided to go over 4000 points on the Space Marines and bought a detachment of Mole Mortars (remember we had to spend *at least* two thirds of our points on the main attack formation so this was permissible) taking the points spent so far up to 4150. The Mole Mortars would be deployed to assist the robots on the right.

I was now left with 1850 points to spend on Titans. I chose the Titans from my own Titan Order, the Head Hunters. I wanted something fairly heavy to assist the strongpoint defences on the left and something quick to accompany the flanking force on the right. For the heavy support I chose a Warlord IV, one I designed myself using the rules in Codex Titanicus. The Warlord IV has six void shields and is armed with a mix of autocannon, a multi-launcher and a macro cannon. It was commanded by a Princeps of Elite status who would make it to Ace if he survived this battle. For the flank attack I picked two Warhounds, both standard types armed with heavy plasma guns and autocannon. One Warhound was commanded by an Ace with the duckback skill (now there's something you don't see every day!) the other Princeps merely being experienced. These gobbled up the rest of my points quite sufficiently.

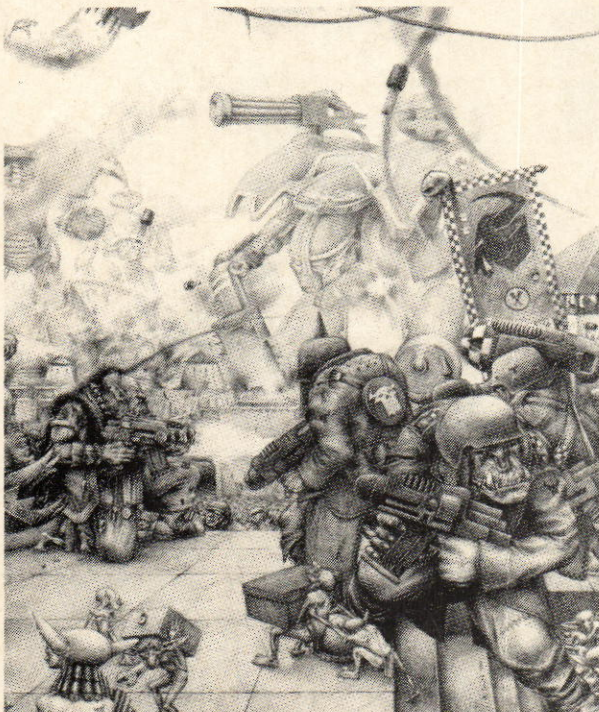


DA ORK BATTLEPLAN (Jervis Johnson)

I'd played quite a few games of Space Marine with Andy by now, more often than not as Orks, with fairly mixed results but no startling Ork victories as yet. Still, the experience had been educational, and I hoped to do better this time. Previous games had taught me that the Orks must not split their forces up, or they get destroyed. I also needed to make sure that I had good fields of fire for my Boyz, so that I could shoot with as many units as possible.

Bearing these points in mind I decided that I would concentrate my attack on the right and attempt to draw the Space Marines into a fight in and around the more forward group of buildings. The large hill on my right flank provided an excellent position with good fields of fire for the units supporting the attack. Assuming I could capture the buildings I'd then wheel my units round and roll towards my left flank.

Having got the plan sorted out, I selected my army using forces from the sample Ork horde 'Burzuruks Bad Boyz' published in White Dwarf 128. I could spend a full third of my points on Gargants and Mekaniak special weapons. I was tempted to take two Great Gargants because they pack so much firepower, but it would mean that I couldn't afford any Mekaniak weapons, so I decided against it and took only one. The Gargant I chose was armed with autocannon, macrocannon and a gut-buster. I wanted to use him for fire support, which meant that he'd mainly be stationary, so any close combat weapons would be a waste. I also took a Slasher (mobile enough to provide close support for my attack), a pair of Mekaniak Organ Rokkit Launchers for long range indirect fire, and a couple of Shokk Attack Guns, for which we were trying out some new rules.



ADRIAN SMITH



KEVIN WALKER

My main assault force would be infantry, as they'd be best suited to fighting in the dense terrain in and around the buildings. To lead the first wave I took Burz Womba (Death Skulls) and his hordes of Gretchin, so that they could absorb any flak on the way in. For the second wave I chose Wagnash Maguk (Goff), because his warband would provide me with plenty of Ork Boyz to overwhelm the Space Marine defenders. Wagnash's band also included a lot of Stormboyz, which I'd be able to spread around to provide support wherever needed.

Next I needed to pick a warband to hold my left flank. I wanted these guys to capture the hill in the centre, and then slow down any enemy moves to my left. In the end I decided to take Kargak Ratglob's (Goff) warband. They had the benefits of being cheap and having lots of Boyz with heavy plasma guns for long range firepower. To hold the right flank I took Fatlob Kushuk (Bad Moons). The four Braincrushas in his warband could pound anything that set up in the open areas opposite my right flank, and the warband would be fast enough to move up quickly if my attack in the centre worked as planned thanks to their Battlewagons.

The points I had left over were just enough to buy me the Snakebite warband Guruk's Snortaz. I decided to use the Boarboyz as a mobile reserve to offer some resistance to Andy's Terminators if they turned up, or to quickly support the attack on the centre if things started going badly.

My final set-up is shown on the map opposite. I used the Shokk Attack Guns and one of the Stormboyz detachments to provide a bit more firepower for Kargak's Warband on my left, and positioned my artillery behind him where it could reach most areas on the table with its Rokkits. My Gargant, Slasher, some Stormboyz and Fatlob's warband all set up on the hill on my right so they could move up to the crest and support the attack in my centre. The rest of my troops formed up in the valley between these two flanking forces, and prepared to capture the buildings in front of them.

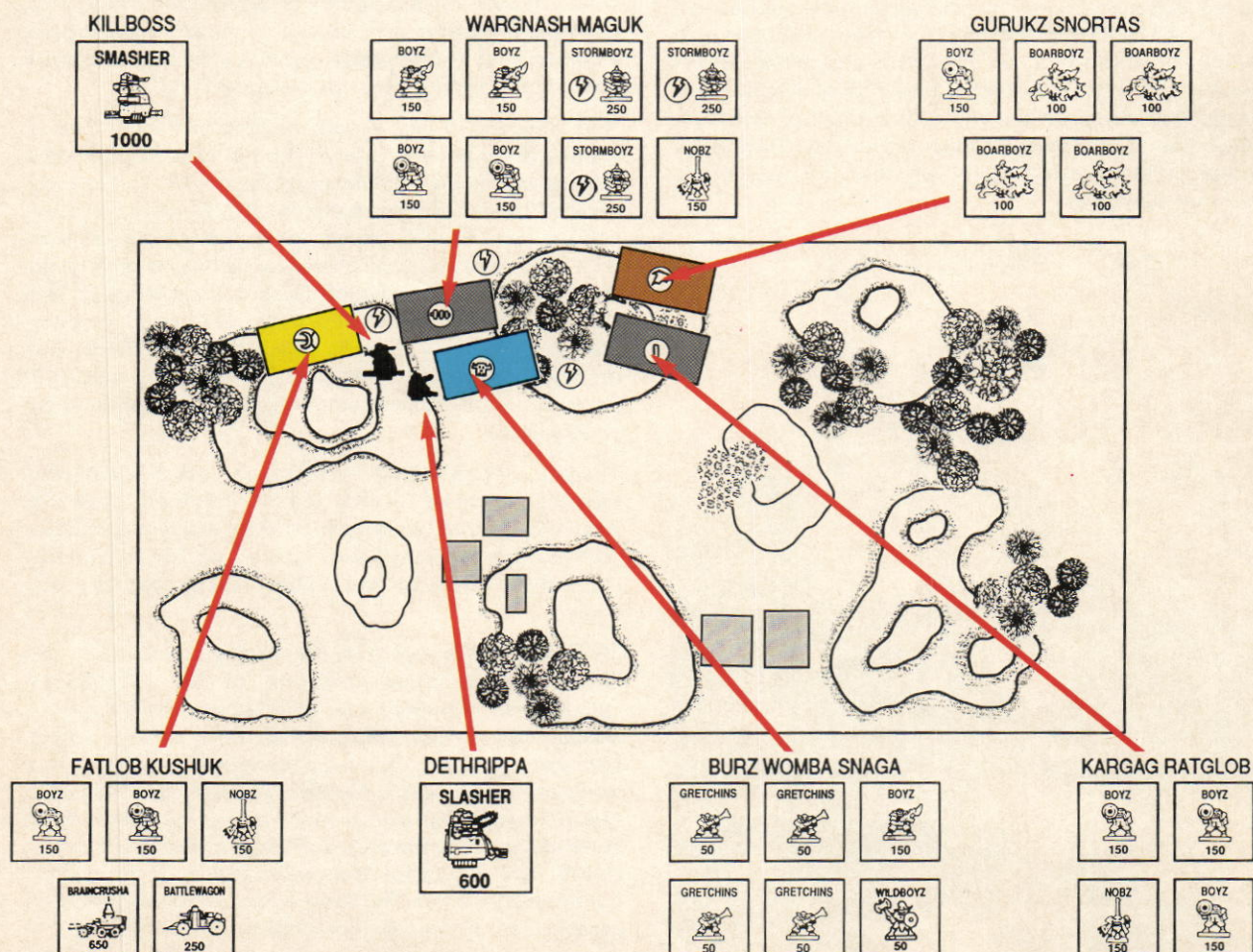
BURZURUK'S BAD BOYZ



Burzuruk's Bad Boyz before deployment.

Front, left to right: Burz Womba Snaga (Death Skulls); Gurukz Snortaz (Snakebites); Wargnash Maguk (Goffs); Stormboyz (from Wargnash's warband); Kargak Ratglob (Goffs).
Centre, left to right: Stormboyz (from Wargnash's warband); Killboss; Stormboyz (from Wargnash's warband); Fatlob Kushuk (Bad Moons).
Rear, left to right: Dethrippa; Braincrushas (from Fatlob Kushuk's warband).

INITIAL ORK DISPOSITION



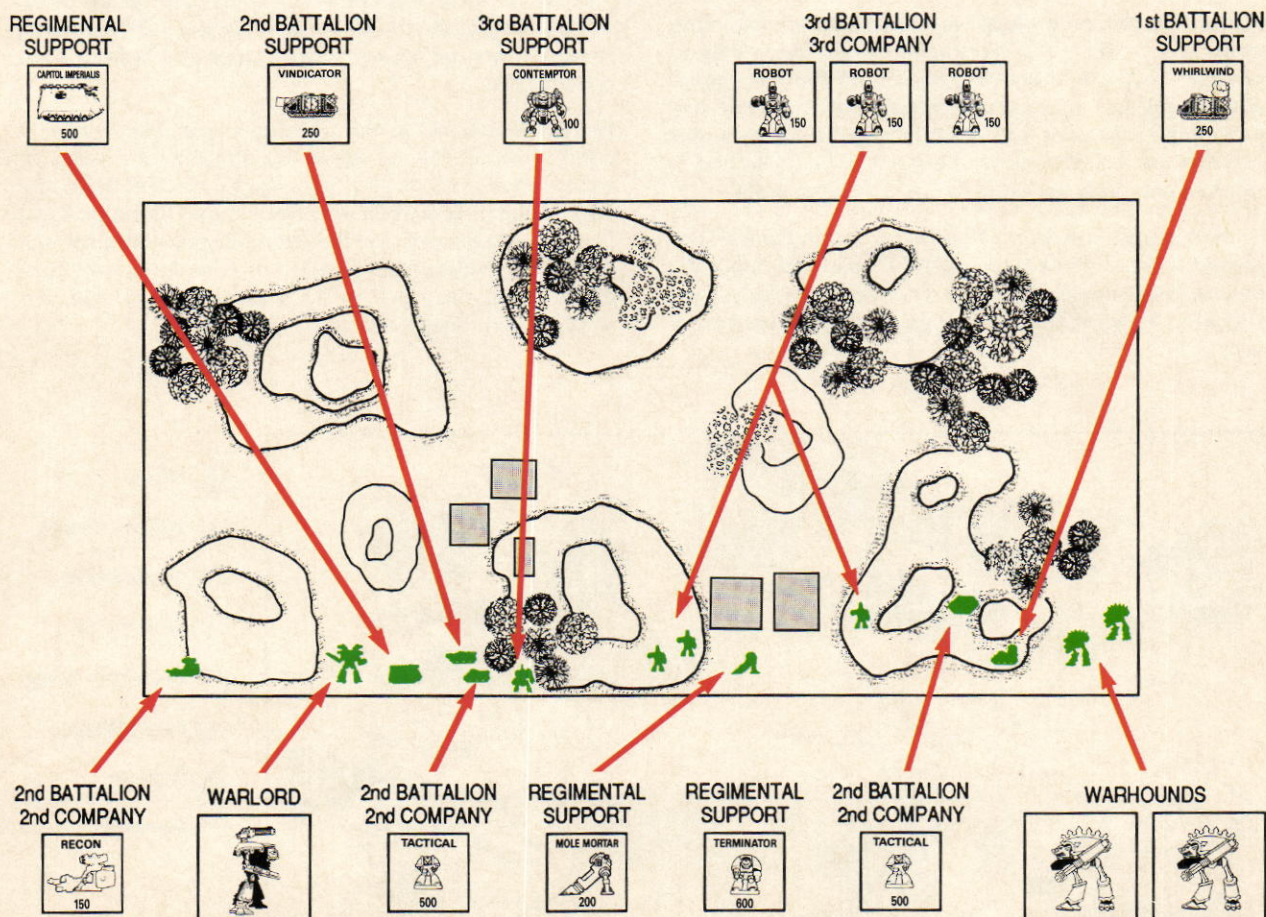
VALEDICTORS - 3RD REGIMENT



The 3rd Regiment Valedictors before deployment.

Left side, front to back: 2nd Battalion, 2nd Company Tactical Squads and transport; 2nd Battalion Support (Vindicators); 2nd Battalion, 2nd Company Recon (Land Speeders).
Centre, front to back: 2nd Battalion, 2nd Company Tactical Squads and transport; Regimental Support (Terminators); Head Hunters Warlord IV; 1st Battalion, 1st Company Support (Whirlwinds); Regimental Support (Mole Mortars); Regimental HQ (Capitol Imperialis).
Right side, front to back: 3rd Battalion, 3rd Company Conquerors; Head Hunters Warhounds, 3rd Battalion Support (Contempts).

INITIAL SPACE MARINE DISPOSITION



See the Games Workshop Mail Order page for details of how you can buy Epic scale Space Marine and Ork armies at a special discount price

SET UP AND TURN ONE

Both myself and Jervis noted down the initial deployments of our troops on maps (more as an aid to our own memories than anything else) but we still erected a screen of box-lids across the table so that we set up in complete ignorance of each other's dispositions.

The only change I made to my planned deployment was moving the Capitol Imperialis from transporting and supporting the robots in the centre to supporting the Titan on the left because I thought the left flank looked too vulnerable with only a detachment of Land Speeders and a Titan to cover it.

When the screen came off I immediately saw that I had made a serious miscalculation (see map 2). Instead of the Orks being nicely spread across a broad frontage as I had anticipated they were concentrated almost exclusively on my left, opposite my intended strongpoint. I think this may have been a mistake on Jervis' part as the warbands would inevitably get in each other's way when packed in to such a tight area. On the other hand, such a bold move could enable him to overrun half of my forces while the rest lay too far away to help.

Luckily, moving the Capitol Imperialis across had helped the situation but things still looked grim. I decided to try and carry through with my plan and take advantage of the fact that there was nothing to oppose me on the right until I got in range of the warband on the hill in Jervis' centre.

Meanwhile, the force which was heading for the buildings to the left would try to hold up the Orks for as long as possible before withdrawing back onto the hill behind and turning to fight again. Hence for me the battle had turned into a delaying action until the cavalry arrived. The Terminators would be held in reserve to be teleported in as a hammer blow to shatter the Orks at some point.

In the first turn the Space Marine infantry in their Rhinos hurtled forward in a bid to reach the buildings as quickly as possible. I took great care to ensure that they were shielded behind the buildings from the oncoming

Gargants - one good airburst round from their belly guns at this point would have caused complete carnage. The Dreadnoughts and Vindicators also scrambled for cover behind the buildings and it started getting pretty cramped. The Warlord swung ponderously round and advanced towards the buildings at a more measured pace, keeping its guns trained on the opposing Gargants as it did so.

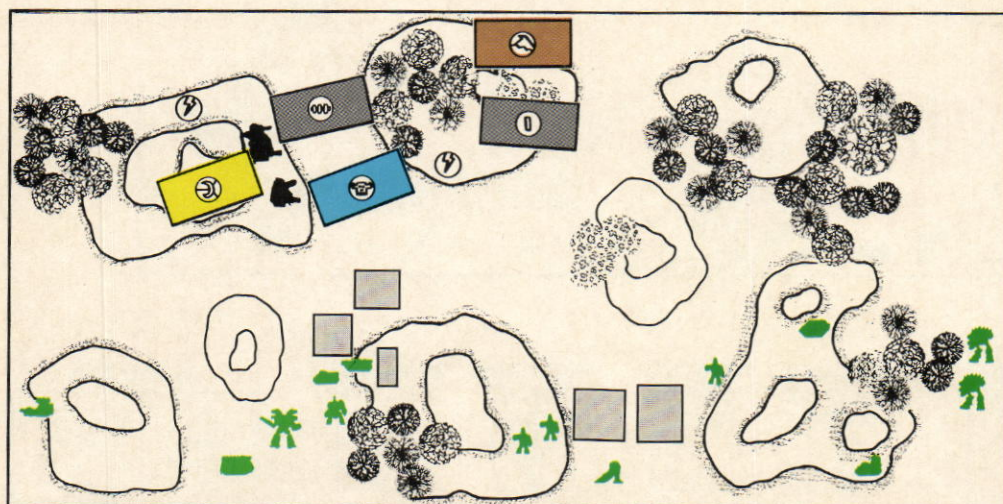
I fully intended for the Warlord to cut loose against the Slasher Gargant at the first opportunity in an effort to cripple it quickly before attacking the Great Gargant. This plan was shattered as the Bad Moon warband on the left moved into position at the top of the hill, led by four Braincrushas. The Braincrushas' macro cannon armament could turn the Space Marines (and the buildings) into so much dogmeat if allowed to fire unchecked.

But even as I sweated about them, the Gargants, fairly bristling with guns, were waddling into position on the lower slopes of the hill. The Capitol Imperialis moved forward to support the Warlord but its slow speed meant it would be out of range until the following turn.

Meanwhile, two Ork warbands swept forward along the valley floor: Goffs preceded by numerous swarms of Death Skull Gretchin which were being used as a skirmish screen to soak up casualties before the Boyz closed in. My robot company, bless their little mechanical hearts, were unperturbed by all this and stoutly advanced towards the hill in the centre of the Orks' side of the table and the second Goff warband firmly ensconced on it. Several detachments of Stormboyz were also moving forward into positions where they could lay down covering fire.

Behind the hill, at the Orks' centre, a Snakebites warband composed entirely of Boarboyz stood as a reserve to exploit breakthroughs, plug gaps or deal with the Terminators if and when they turned up. Out on the right flank my Warhounds and the other infantry detachment in their Land Raiders leapt forward on their long, sweeping drive down the right to try and make sure the day wouldn't turn out green.

TURN ONE



-  Killboss
-  Wargnash Maguk
-  Gurukz Snortas
-  Fatlob Kushuk
-  Burz Womba Snaga
-  Kargag Ratglob
-  Dethrippa
-  Stormboyz

Firing on the first turn opened with an exchange of multi-launcher fire from the Whirlwinds and rokket salvoes from the Orks, neither to much effect. The Warlord then let rip – after much consideration I'd decided I'd be better off trying to destroy the Braincrushas before they fired than whittling power fields off the Gargants. With a shower of lucky dice rolls the Warlord did some truly impressive damage, destroying all but one of the Braincrushas (including the Warboss!) and inflicting more casualties on the rest of the Bad Moons. In return he took fire from both Gargants and lost most of his shields.

Overall I feel that it was well worth taking the flak for the destruction the Warlord wreaked. Fortunately neither Gargant had its belly gun loaded with airburst, nor did they opt to fire while their movement was still upsetting their aim.

By the end of the first turn I had captured the buildings on the left and the hill on my right. Jervis had advanced - almost to the head of his valley - but I wasn't unduly worried by this. Overall I was in a good position to begin turn two.

TURN TWO

I started off turn two with the choice of taking the Warlord onto first orders and slugging it out with the Gargants or heading for the buildings (which were still two moves away). I opted to keep the Titan moving; I've seen too many Princes get blown to pieces in duels with Gargants by trying to weather the damage they receive and hit them back. This never works because it always takes such a phenomenal amount of damage to kill a Gargant in comparison to a Titan. They often carry more weapons and this sort of slugfest denies the Imperial a chance to get his shields back to full strength. As a matter of fact this self-same Princeps had his first Titan shot from under him in my first battle against Gargants in exactly those circumstances. The rest of the Space Marines (and Orks) pretty much continued with their pre-planned tasks.

As we started moving the Space Marines deployed into the buildings on the left, but in a rather fragmented fashion. Outside, the first Gretchin were rapidly approaching, and the Dreadnoughts moved out to fire on them. On the left the Land Speeders skimmed forward to try and engage the Bad Moons and keep them occupied, while the Capitol Imperialis also crawled into range.

Once again the Whirlwinds rained fire on the Orks, this time targetting the rapidly approaching Gretchin, again with singularly little effect. If I had used my brains I would have hit the Great Gargant but those scurrying

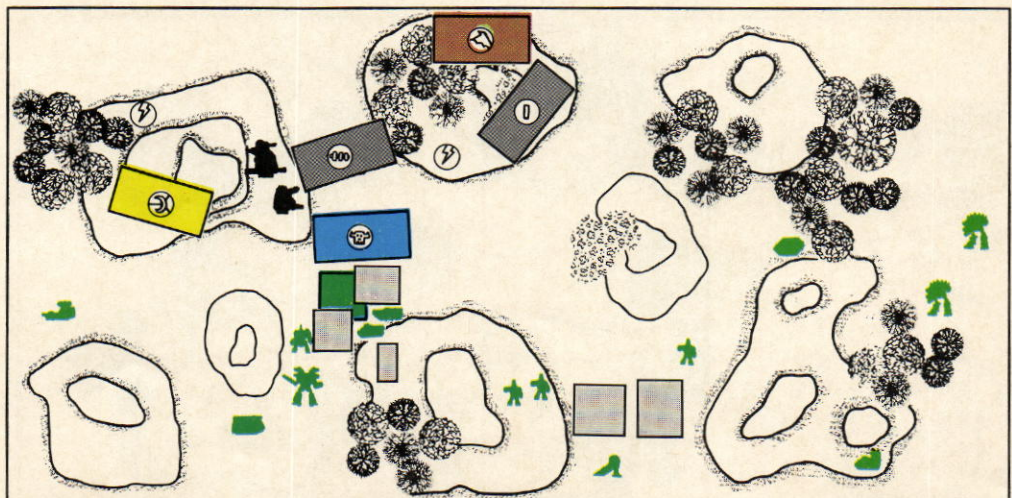
Gretchin seemed awfully numerous and very close. The Stormboyz then opened up on the robots and knocked a couple out. The Great Gargant hammered into the Warlord again, this time stripping off all its remaining shields. Only purest chance prevented the Warlord being annihilated there and then, as it was it got off with losing its multi-launchers and some other light damage. This was nothing short of amazing considering the hail of autocannon, macro cannon and gut buster shells it took. By way of return it blew most of the power fields off the Gargant, but this wasn't sufficient to worry Jervis much.

In retrospect it was foolish to try and hit the Gargant in return. I achieved nothing, and should have concentrated on destroying more troops and vehicles instead. As it turned out I didn't fire another shot at the Great Gargant for the remainder of the battle as there were always closer targets which I could damage more easily. If I had thought about it I would have realised that was going to be the case.

On a brighter note the Capitol Imperialis picked off the remaining Braincrusha with its Defence Laser and the Dreadnoughts shot up some Gretchin. Unfortunately, all the Land Speeders achieved was getting two of their number shot down. On the up side, by the end of the turn I had advanced as far as the woods on my far right. Overall though, not a good turn for the Space Marines and time to reassess my battle plan!

TURN TWO

-  Vindicators
-  Contempliers
-  Conquerors
-  Whirlwinds
-  Land Speeders
-  Warhounds
-  Mole Mortars
-  Warlord
-  Capitol Imperialis
-  Rhinos
-  Land Raiders



TURN THREE

Things were really starting to hot up by now (see the map below): the first Ork warband was nearly at the buildings, the Warlord had no shields left up and had already taken damage, and the flanking force was still a good few turns away. Overall, things were looking grim for the forces of humanity. The Titan would have to run for cover behind the buildings if it was going to survive - though it could manoeuvre to keep firing on the Bad Moons as it did so. Meanwhile the Capitol Imperialis would have to fill the breach for a while.

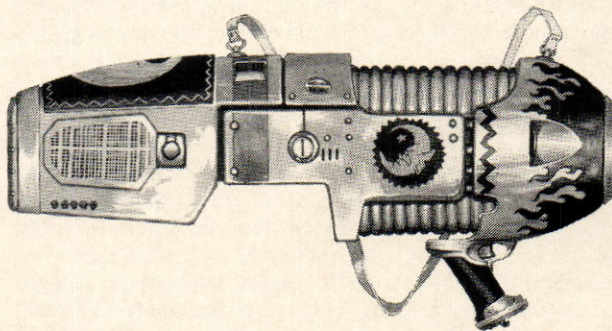
I also decided to make a quick sally out with Vindicators and Rhinos lurking behind the building and push the Dreadnoughts forward to try and break up the oncoming Gretchin and Wildboyz. If I was successful then I could hopefully inflict enough casualties to break the Death Skulls completely, thus denying the Goffs moving up behind their skirmish screen. The Land Speeders would make an attack run at the Bad Moons to distract them while the Warlord pounded them with its remaining weaponry and the Capitol Imperialis hit them with its side guns. With this (slightly shaky) scheme in mind I ordered my troops and swung into action.

Fortunately for me this turn the leaderless Bad Moons ended up on charge orders (orders are randomized for leaderless Orks) and the large Goff warband following the Death Skulls went onto first fire orders so they could snap fire at the retreating Warlord. When the Warlord did move off he luckily took no damage from their heavy plasma guns and this gave the Space Marines in the building another turn's grace before the big Goff warband arrived. The Slasher Gargant also started to move down off the hill. The Deathskull Gretchin and Wildboyz hurled themselves against the buildings but were caught by the Dreadnoughts charging around one corner and the Rhinos round the other.

To finally close the trap the Vindicators trundled round after the Rhinos, the huge muzzles of their Thunderers pointed threateningly toward the Death Skull Warboss. To the right, the Warhounds were just coming into range of the second Goff warband and the Land Raiders moved

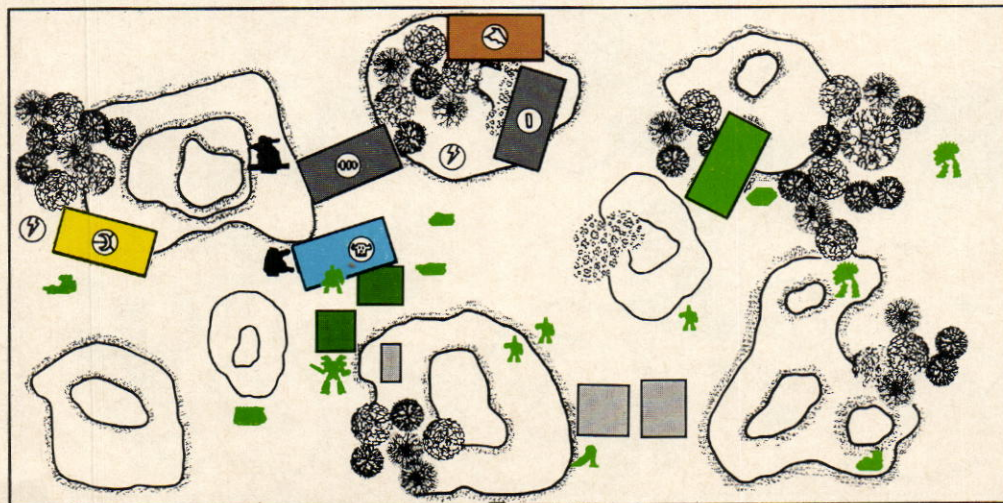
into cover behind a wood to dismount their infantry before they had to run the gauntlet of plasma fire up to the hill. The robots were also closing on the hill like an implacable steel noose, their fire intensifying as they closed the range.

The Imperialis took a hammering from the Great Gargant, starting a fire onboard (this was quickly extinguished the following turn). In return the Imperialis and the Warlord shot up the Bad Moons so badly that they took no real further part in the action (though they stoically refused to break this turn), apart from blasting the remaining Land Speeders out of the sky. The buildings became an absolute maelstrom of destruction as Gretchin, Wildboyz and Ork Boyz fought Space Marines, Dreadnoughts and overrunning Rhinos.



The Gretchin and Wildboyz who reached the buildings were hurled back by the Space Marines inside and took heavy casualties; the Space Marines came out completely unscathed. The Dreadnoughts and Rhinos also took a good toll, though a Dreadnought was destroyed by some particularly lucky Gretchin and a Rhino fell at the hands of Ork Boyz. The Vindicators killed the Warboss and all but two stands of the warband. Unsurprisingly, the shattered remnants of the Death Skulls broke and ran. The Goffs on the hill fired salvo after salvo of rokkits and heavy plasma guns at the distant Warhounds and robots, but to little effect.

TURN THREE



- Killboss
- Wagnash Maguk
- Gurukz Snortas
- Fatlob Kushuk
- Burz Womba Snaga
- Kargag Ratglob
- Dethrippa
- Stormboyz

TURN FOUR

Last turn had been very good for me. I had succeeded in withdrawing my Warlord and mauled two warbands to the point where they were out of it. But despite this I had a feeling that it was time to vacate the buildings and withdraw to other positions before the Slasher got too close or the big Goff warband arrived. The flanking force was now getting close and could start applying some pressure on the Orks' flank, but I still had two Gargants to worry about. After some deliberation I decided to send the Warlord back out again, because otherwise the Capitol Imperialis was going to get crucified.

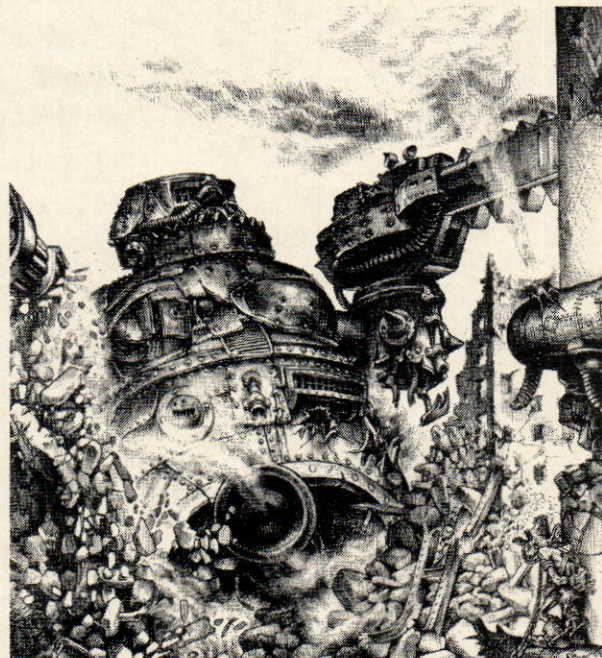
My decision to withdraw was a timely one. The Slasher carried on steaming forward, crushing two Dreadnoughts underfoot, the Goff warband pouring after it. The Snakebites finally committed themselves and charged down into the valley to support the Goffs.

The sorry remnants of the Bad Moons caught the atmosphere and charged forward as well. The Rhinos and Vindicators turned tail and headed back behind the buildings, the Vindicators taking fire from some Stormboyz as they withdrew but coming out of it unscathed.

The two remaining Dreadnoughts and the Space Marine infantry started pulling back out of the buildings and up the hill to their rear. The Titan emerged to engage the Slasher before it got any further and the Capitol Imperialis halted and channelled all power to weapons. On the right the Warhounds weaved and jinked as they closed in on the hill, their supporting infantry and Land Raiders charging from behind the wood (see the map below).

The Great Gargant was doing all the damage, but much as I wanted to hit it, I knew I couldn't let the Slasher get too close with its Chainfist. The Capitol Imperialis was nicely placed to maul the Slasher and the Bad Moons with its side guns and broke them at last. Before the Warlord could fire it took another deadly salvo from the Great Gargant, knocking down his shields again and writing off his macro cannon. The Warlord's return salvo stripped the remaining power fields off the Slasher but scored no

damage. The Warhounds and Whirlwinds also finally started scoring some telling damage on the Goffs defending the hill. The robots shot up some Stormboyz though the brave young Orks refused to break.

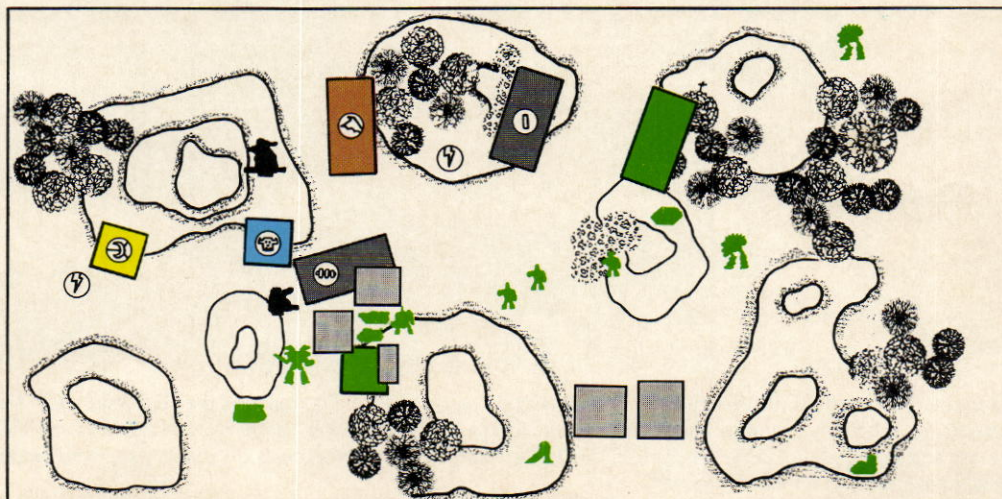


PAUL BONNER

At the end of the turn the Death Skulls rallied near the Great Gargant but were too badly mauled to rejoin the conflict. The faithful robots also finally plodded into the cover of the scrub to the right. I decided to commit the Terminators against the Goffs on the hill in the following turn. Now that the Snakebites had moved off I felt confident that the Terminators should be able to mangle the Goffs quite quickly. The approaching flank force would then be able to mop up the remnants with little trouble and keep moving. Overall then, things were progressing well for my Space Marines.

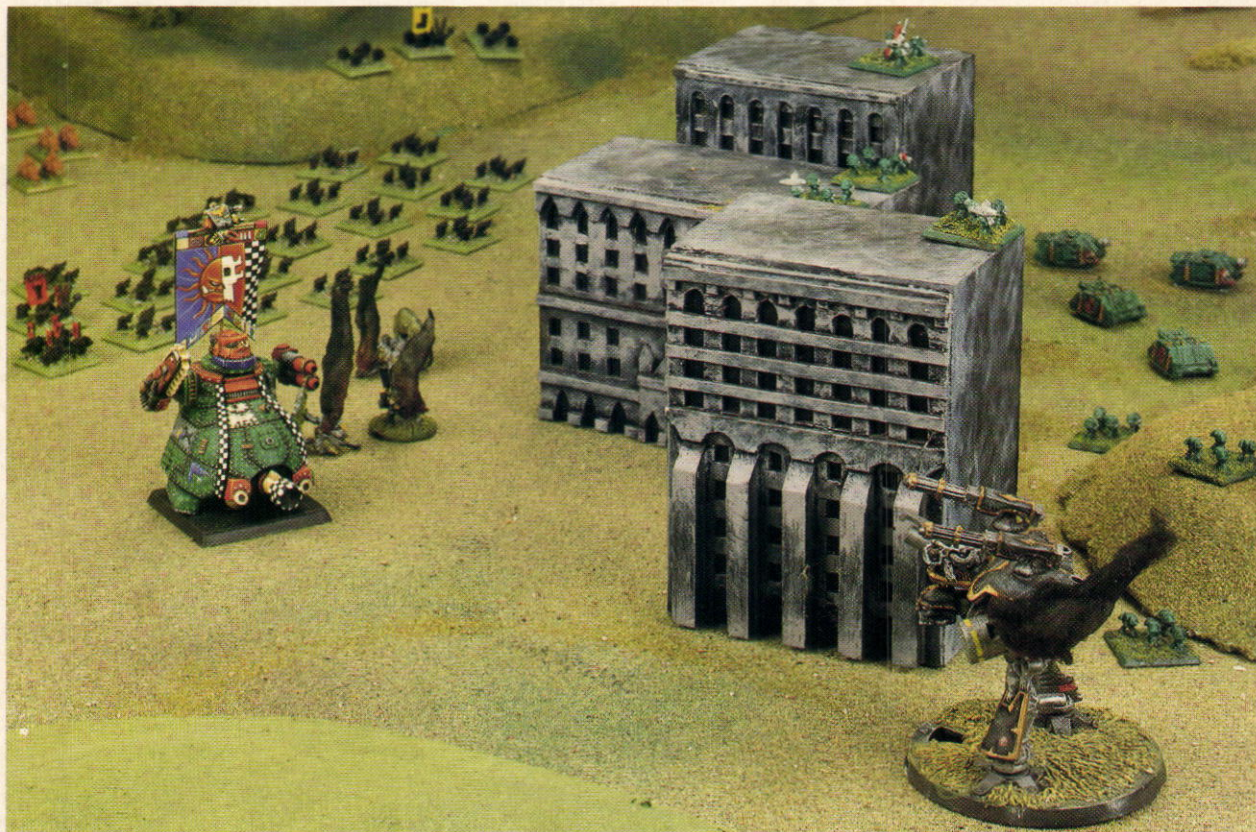
TURN FOUR

- Vindicators
- Contempts
- Conquerors
- Whirlwinds
- Land Speeders
- Warhounds
- Mole Mortars
- Warlord
- Capitol Imperialis
- Rhinos
- Land Raiders





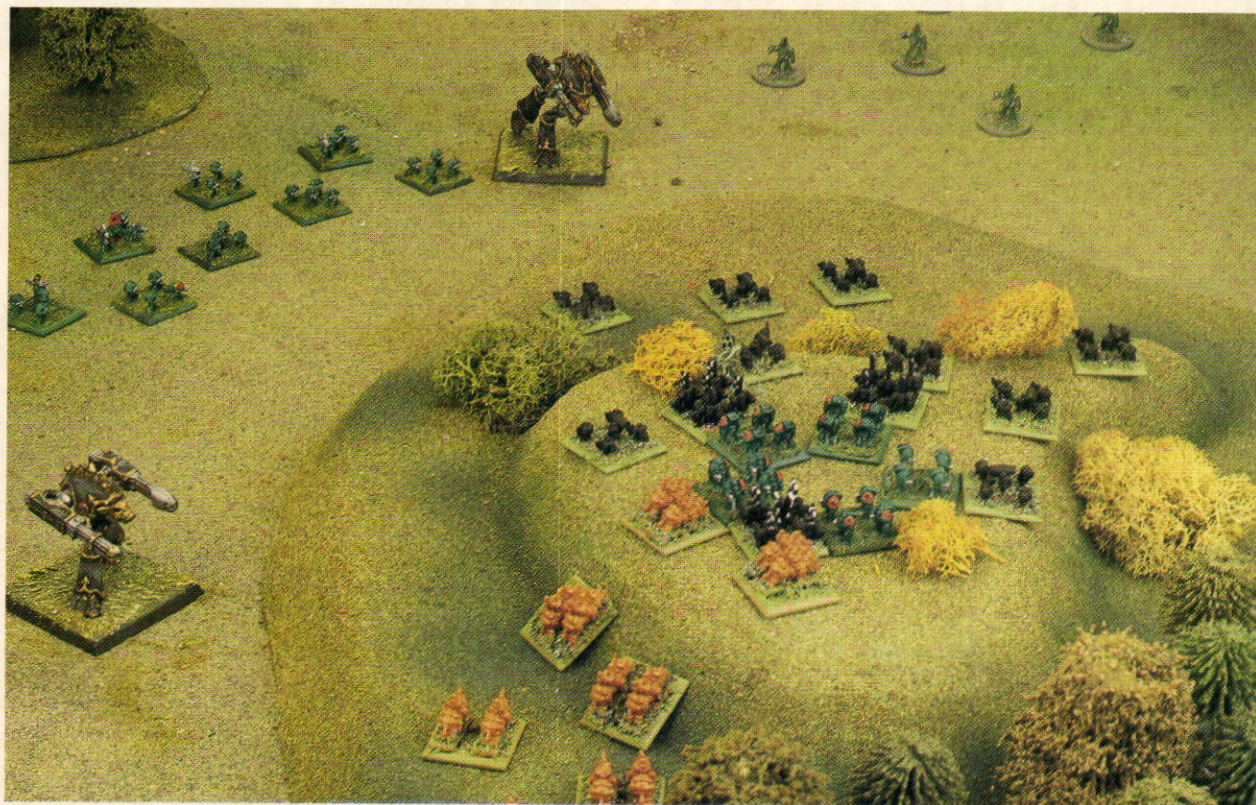
Turn 3. The Death Skulls Warband, Burz Womba Snaga, attempts to storm the buildings supported by Gargants, Stormboyz, Goffs and Bad Moons. The Space Marines defending the buildings counter-attack with Dreadnoughts, Rhinos and Vindicators. Unsurprisingly, the Gretchin attacking the buildings failed to beat the Space Marines inside and were repelled with heavy losses.



Turn 4. The Death Skulls having been almost wiped out, the Slasher Gargant and the Goff Warband, Wagnash Maguk, renew the attack. As the Slasher stomps flat several Space Marine Dreadnoughts in its charge foward, Warlord Titan IV, moves out of cover to try and stop the onrushing Gargant. In the background the Space Marines are withdrawing from the buildings to form their next defensive position on the hill behind.



Turn 5. Caught in a withering crossfire between the damaged Warlord Titan and a Capitol Imperialis (just out of shot here) the Slasher is hit and immobilized, with several fires started in the process. In the background, part of the Robot company can be seen, still advancing.



Turn 5. Space Marine Terminators teleport into the heart of the Goff Warband, Kargak Ratglob, as their brother Space Marines begin a flanking attack supported by two Head Hunter Warhound Titans. At the bottom of the picture Snakebite Boarboyz can be seen coming to the Goffs' aid, all to no avail as the Warband is quickly shattered by the Space Marines' combined assault.

TURN FIVE

The Warlord was looking in a bad way so I decided to withdraw it into the cover of the buildings again, which would also hopefully take it out of charge range of the approaching Slasher. The Space Marines around the buildings would have to continue withdrawing for another turn, and I also decided to pull the Vindicators across to try and help in dismembering the Slasher.

The Warlord once again succeeded in disengaging and withdrawing behind cover, though with the Slasher closing rapidly. The Space Marines still in the buildings completed their withdrawal successfully and the Warhounds loped forward to almost point blank range as the Terminators teleported in I rolled a four for the Terminators' teleport which would have failed if the regimental commander hadn't been with them and supplying his +3 modifier to the roll. Fortunately the deviation took me straight into the heart of the Goff warband on the hill and the Terminators gleefully engaged the Warboss and his retinue in close combat.

Unfortunately this little party was gate-crashed by the Snakebites who hurled themselves back up the hill to aid their compadres. The Goff warband charging the buildings would be into them on the next turn and were so far almost completely intact. To counter this I moved the Vindicators to pound them instead. As luck would have it the approaching Goffs had also come closer to the robots than the Stormboyz so they became the robots' priority targets.

The Warlord and the Capitol Imperialis caught the Slasher in a withering crossfire, immobilizing it and starting several fires. The Great Gargant hit the Imperialis again but only succeeded in knocking down its shields. The robots and the Vindicators, aided by supporting fire from the Whirlwinds and Mole Mortars, did considerable damage to the Goffs though it wasn't enough to break them.

On the hill the Terminators smashed the few Boarboyz who had reached them and slaughtered the centre of the Goff warband in a vicious close combat. Though the

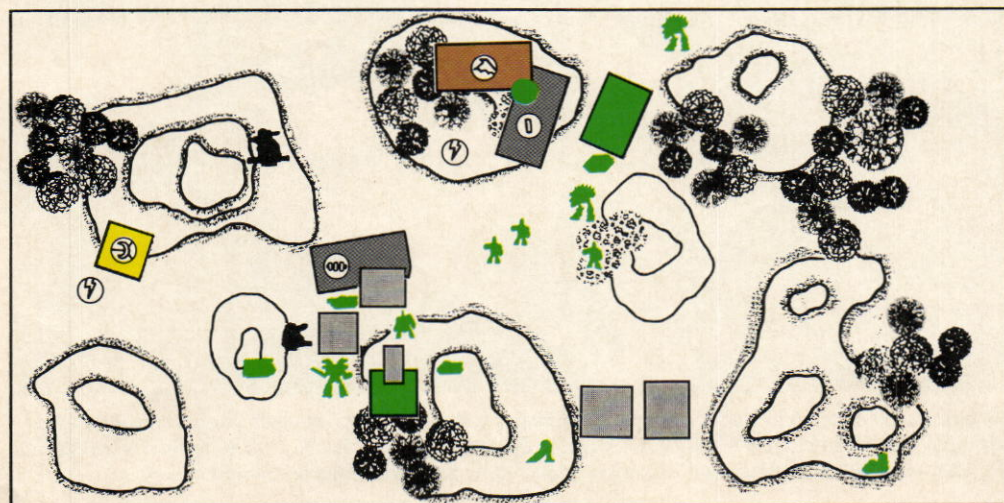
Warboss miraculously survived, he and the remnants of his warband broke and routed down the hill, taking further fire from one of the Warhounds, the Land Raiders and the rest of the robots as they did so. The other Warhound shot up the Snakebites which had failed to join the combat with the Terminators.



KEVIN WALKER

The Orks were teetering precariously after this onslaught; all that it would take to rout them entirely would be another warband breaking or the Slasher being destroyed. Things seemed to be pretty much in the bag, though overconfidence at this stage in a battle can often lead to a shocking change in circumstances. I only needed to destroy the remaining Orks' will to fight. I determined to try and smash them as quickly as possible but keep my head and resist the temptation to fling everything triumphantly forward.

TURN FIVE



- Killboss
- Wargash Maguk - 000
- Gurukz Snortas
- Fatlob Kushuk - 30
- Burz Womba Snaga
- Kargag Ratglob - 0
- Dethrippa
- Vindicators -
- Contemprors
- Conquerors -
- Whirlwinds
- Land Speeders -
- Warhounds
- Mole Mortars -
- Warlord
- Capitol Imperialis -

TURN SIX - VICTORY!

I put the Terminators onto first fire orders to secure the top of the hill and blow away any Boarboyz who got in the way. Likewise the Capitol Imperialis and the Warlord also went on to first fire orders to try and silence the Slasher once and for all. I was very tempted to ram it with the Imperialis, but I had a nasty feeling I might regret it if the Slasher blew up. Both Warhounds continued charging forward to overrun the Snakebites and the routing Goffs.

For their part the Orks dug their heels in, the large Goff warband stopping short of the buildings and going onto first fire to try and hit the Capitol Imperialis again (see the map opposite). The Great Gargant kept its weapons grimly trained on the Imperialis and a couple of Stormboyz korps rallied and prepared to fight again.

The Warhounds routed the remnants of the Goffs on the hill and sent the Boarboyz packing. Robots, Vindicators, Terminators, Mole Mortars and Whirlwinds sent a hail of fire into the remaining Goff warband but failed to shift them. The Capitol Imperialis managed to wipe out half of one Stormboyz Korps and start more fires on the Slasher. The Warlord finally destroyed the Slasher with a weapon hit which caused a flashback to the magazine.

The loss of the Slasher was indeed enough to shatter the Orks' already shaky morale and they finally gave up the fight. So, with the Orks in full flight and the Space Marines mopping up the stragglers and recovering the geneseed from their fallen brothers Jervis and I sat down to review what the battle had demonstrated to us.

CONCLUSIONS

The Space Marine casualties were remarkably light: five Land Speeders, three robots, three Dreadnoughts and a Rhino, plus quite heavy damage to the Warlord and the Capitol Imperialis. On the Ork side things were rather more serious. Apart from the Slasher, the Orks lost fifty seven infantry stands, four Braincrushas and three Battlewagons.

From a tactical point of view I think that Jervis had a better plan to start off with. I (in my arrogance) simply assumed he would deploy where I thought he would. Fortunately I pulled the situation back and in the end managed to win the day.

I don't know why the Orks suffered so many casualties, and can only guess that while I spent my time shooting infantry Jervis was spending his time trying to destroy my Capitol Imperialis and Titan. In the end the losses sustained by his infantry were too great, his attack failed and the Titan still refused to go down.

With the benefit of hindsight it's easy to say that it was a mistake to do this, but if the roles had been reversed and I'd seen a Titan inflicting crippling damage on one of my warbands *on the first turn* I probably would have tried to destroy it as well. Both the Titan and the Capitol Imperialis did sterling work in propping up the left flank throughout the battle, a testimony to their firepower and durability.

I think that Jervis made a few crucial errors once the game was underway: the Boarboyz were held in reserve for too long and possibly should have been committed against the buildings from the outset. Their speed would have stopped me deploying into the buildings at all and by the time I had fought them off the other two warbands would have arrived. A vehicle-based warband of say Evil Sunz would have had the same effect. Such a unit would probably have helped to offset the Orks' slow infantry assault and put more pressure on me.

Attempting to close assault the buildings with the Gretchin was an act of madness - they had virtually no chance of winning and took far worse casualties trying than if they had stood off and shot. The second warband

dallied too long firing at my Titan to little real effect, allowing the Space Marines to withdraw in front of them with virtually no casualties. Having committed himself to making a concerted rush against one side, Jervis fell into the trap of allowing circumstances, casualties and concern about my intentions to slow down his advance to the point where he ended up trapped between the two forces he had sought to out number locally and destroy. If the Goffs had overrun the buildings and were occupying them by the time the flankers arrived it would have been a very different story.

Apart from my over-ambitious deployment the only other serious mistake I made was in committing the Land Speeders against the Bad Moons. The attack achieved nothing and the Land Speeders were completely destroyed. There were numerous other minor foul-ups, like the slow and chaotic deployment of the Space Marines into the buildings, but Jervis never really made me pay for my mistakes.

Jervis was also a little unlucky at pivotal moments in the game. With better dice rolls the Warlord and the Capitol Imperialis could have been destroyed several times over. The combined punch of the Terminators and Warhounds arriving when they did finally took the wind out of the Orks' sails and put me in control of the situation as I then had the Orks trapped in open ground between two forces.

From a rules point of view we concluded that the rules for the Mekaniak Rokkits were too time-consuming and the Rokkits themselves ineffective. The Shokk Attack Guns also achieved little, though with both these and the Rokkits Jervis had some of his worst luck of the game. On the other hand, the Terminators really swung the battle for me. Combined with their regimental commander they were completely unstoppable, and even without him they would have been outrageously hard to beat in close combat.

On the subject of Terminators, Jervis and I agreed to write down the location that they will be teleported to at the start of future battles, though you can still decide what turn to 'port them in on.